

THE WORLD'S **ONLY** GAME BOY MAGAZINE

100% GAME BOY

# GB ACTION



ONLY  
**99P**

JUNE 1993 **ISSUE 13**

OVER  
**120**  
REVIEWS

**REVIEWED**  
Milon's Secret Castle  
NBA All-Star Challenge 2  
Felix the Cat

**PREVIEWED**  
Jimmy Connors' Tennis  
Fire Fighter

**EXCLUSIVE**  
**SPIDER-MAN 3**

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# 91



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## TIP OFF

"BRILLIANT!"

"Retains all the atmosphere and excitement of top basketball. For the basketball action, out Tip Off.

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N. Force

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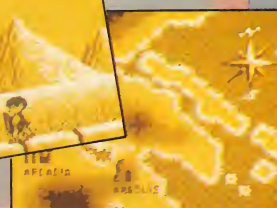
## THE BATTLE OF OLYMPUS

An arcade adventure of mammoth size. 2 M. Byte cartridge. "A wealth of fantastic characters and stories. Graphically it often borders on spectacular.

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G.B. Action

87%



# ash the Power!

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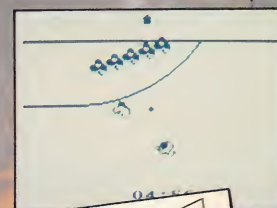
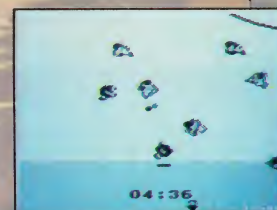
osses you in ntillating rio right he off".

Action



Kick Off has enthralled millions of game enthusiasts right across Europe, winning countless awards including the **EUROPEAN GAME OF THE YEAR AWARD**. Now the

Gameboy owner can savour its flavour and thrills.



## SPLITZ

A puzzle game against the clock. "I have never found a puzzle game which I have liked but finally one has arrived".

G.B. Action

85%





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# Content

MORE GAME BOY REVIEWS THAN ANY OTHER

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Macclesfield SK10 4NP  
Tel: 0625 878888  
Fax: 0625 876669  
Printed by: BPCC, East Kilbride  
Distributed by COMAG

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Thanks to Alex and Jim for helping out, to Jason for gleaming the cube on his rad (ie. sad) BMX bike, to Rob for going to the dentists, to Marc for selling his car (£4,500 ono, one previous lady driver, full service history), to Sharon for being Queen of the Freebies, to Andy for slaving like a slave over his Star Wars guide, to Alex for his extensive collection of England shirts and to Tim Collins

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Welcome! You've just got your grubby mitts on a featureful issue of the one and only GB Action. Game busting is what we're all about this month.

You're saving your pennies but that hole in your pocket's getting bigger. Check out the budget bonanza where cheap games come good, p20.

## Spider-Man 3 14

GB Action takes a sneaky peek at the latest web'em-up to tie the Game Boy in knots. Is it a worthy successor and will it reel you in..?

## Game Busters 37

*This month there's a ravaging number of fley tips, mountains of mammoth hints and an overbrimming ocean load of cheats, destined to replace your gameplaying nightmares with sweet dreams of cherubs*

## Cheats 37,45,48

Oodles of Game Genie and Action Replay codes, the tricky and taxing levels of Lemmings going down like a land mine, plus...

## Player's Guides 38,42,46

Use the force bellowing from the second instalment of our magnificent Star Wars guide to emerge live from the dreaded Death Star, cruise around the castle with Mario and embark on a thrill inducing Final Fantasy Adventure



**ts**

**ER MAG**



## Off the Wall 54

After much deliberation and strangled vowel sounds Auntie Shaz gets on down and sifts through all those queries and conundrums concerning the portable palm pleasing world.

## Public Eye 56

What do you really think of the games you have the fortune, or otherwise, to pounce on? Why not let the world know...

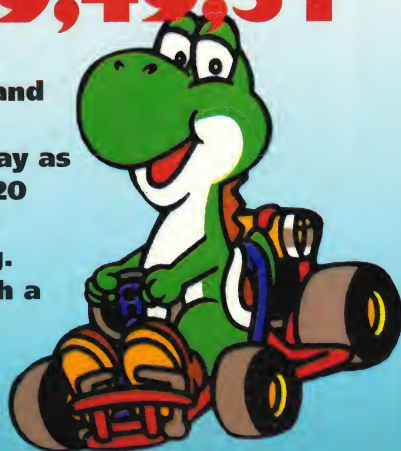
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The most excellent Wayne's World hurls all over the 'Boy. Hway!

- Jurassic Park invites the dinos for a freebie supper of human flesh.
- A family of mice get The Fidgetts in a bad way.
- The toadally fabulous Battletoads frog marches its beat'em-up way to a stunning new sequel.

## Compos 9,49,51

Win one of 100 Nintendo groovlicious pin badges and fridge magnets. If you're gonna cheat, then you may as well do it properly with 20 game busting Pro Action Replay cartridges to blag. And read all about it with a selection of Game Boy cheat books to digest.



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## Buyer's Guide

# 117 GAMES REVIEWED



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# news



## Toadally Ribbit

**B**attletoads has been a roaring success on the Game Boy, a big bellow rather than a frog in the throat croak.

The sequel, called *Battletoads in Ragnarok's World*, is to be released come September of this year.

Based on the original mega Nintendo version the game is gonna be another of those action/fighting extravaganzas with tons of nasty surprises to supposedly look forward to.

Use your nut and kick some butt is the motto to swear by as you, Pimple (a name worth living up to, I don't think), get set to rescue all your buddies and the beautiful princess.

Battletoads take two is to be published by Trade West. More news to come as we get it.

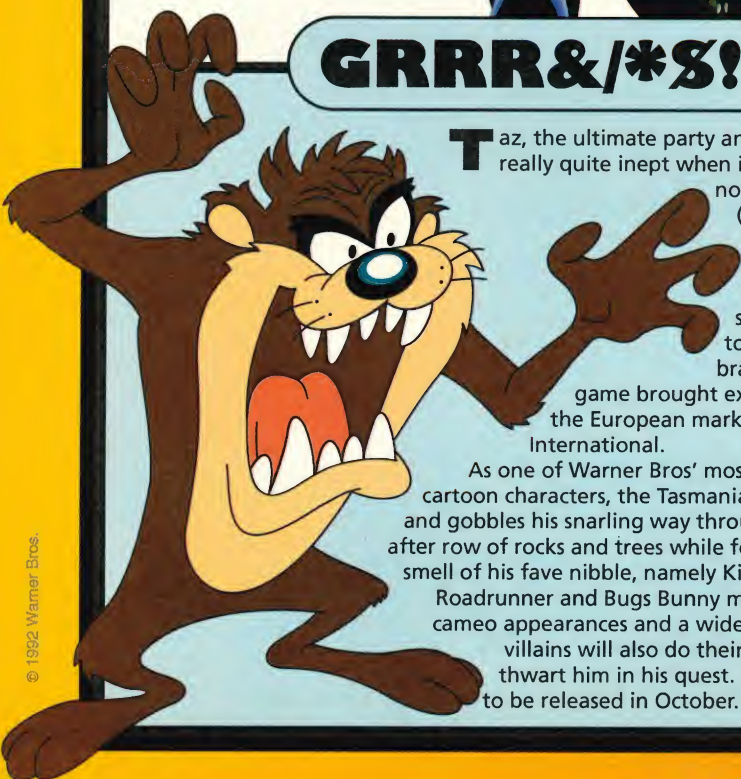


## GRRRR&/\*\$!!!

**T**az, the ultimate party animal, and really quite inept when it comes to normal speak (all he can muster up is a few grunts and snuffles) is set to appear in a brand new game brought exclusively to the European market by THQ International.

As one of Warner Bros' most popular cartoon characters, the Tasmanian Devil spins and gobbles his snarling way through row after row of rocks and trees while following the smell of his fave nibble, namely Kiwi birds.

Roadrunner and Bugs Bunny make special cameo appearances and a wide range of villains will also do their best to thwart him in his quest. *Taz-Mania* is to be released in October.



## Mean Pinball

**S**treet Fighter II has won every conceivable award going. It's set to be released on the 8-bit Nintendo now so rumour has it that a Game Boy version could possibly see the light of day in the second quarter of 1994.

Street Fighter II pinball on the other hand, developed in close co-operation with Capcom and distributed by Brent Leisure Ltd, has now been launched in the UK.

Up to four players will be able to compete,

playing any of the Street Fighter characters as they knock out the opposition, win bonus points and enter sub plots.

Among other popular moves, Chun Li's helicopter kick has been adapted onto the table, complementing a wide array of sampled speech, sonics and music effects.

The British arcade scene, responding to games players' demands, has never looked better.

Unparalleled pinball action is now just a flipper away.



## Got the Fidgetts

**A** new strategy game, not unlike the fabulous Krusty's Fun House, is set to tear a fresh chunk out of games players' brain cells. From Elite and aptly entitled *The Fidgetts*, it revolves around a family of mice.

Freddie and Frankie are cheesed off. Pa Fidgett has lost his micelings and the whole family is forced to partake in a shared adventure





## No spitting

**D**inos are in voguel The hotly awaited movie of 1993, *Jurassic Park*, is to debut in July. Directed by Steven Spielberg, the action is set in a spectacular theme park, home to bio-engineered dinosaurs brought to life using the most stunning visual effects yet to be screened.

Ocean Software have bought worldwide rights to produce *Jurassic Park* on all computer formats.

Being the biggest movie tie-in ever, the Game Boy game is currently in development. The end result will be contrived by unparalleled collaboration between Spielberg and the development team who have unrestricted access to the film's special effects department and script.

All is hush hush on the game front but it's said to be multi-level with sampled soundtracks from the movie and a whole host of exclusive extra material.

# PARK



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**S**crabble, the obnoxiously clever word game, is about to undergo a transformation to the console scene.

It has already appeared on the Game Boy but a brand new modernised version is set to strangle your vowels and curry your consonants afresh.

Adhering to official Scrabble rules and with more than 50,000 words locked in the dictionary, you can play any character from a cast of 16, each with their own personalities, strengths and weaknesses.

One may have the entire medical lexicography tripping from his tongue, whereas another could be the bees knees in oriental culture.

Professor Tile guides you through the tongue twisting tasks while the easy to use control panel ensures great playability.

Scrabble is to be released by Supervision in October.



involving swamps of puzzles and great dolloping brain teasers.

Each mouse demonstrates different abilities; one's small, fat and strong, the other's lean and fast.

It's up to you to guide them through 790 screens, either alone or with a friend courtesy of the game link set-up.

The game, boasting a whopping two megabytes of memory and with full screen eight way scrolling, is sure to get you itching and scratching when released in August this year.

## Schwing!



**M**ost excellent buds Wayne and Garth are going to be hurling their way onto your Game Boy screens at the end of the summer. Garth has been kidnapped. No way you say? Hway!

It is up to Wayne to party on and rescue him, braving the music store, donut shop, nightclub and suburbia along the way in a faithful scene by scene conversion from the smash hit movie.

In between blowing chunks through enemy packed settings, the two dudes are set to appear with jolly recaps of the story in hand, using digitised speech, graphics and the all encompassing body language inherent in the film.



The Game Boy cartridge will be four megabytes as opposed to the usual one or two in most games.

This allows for twice as much memory which gives extra leverage when it comes to presenting digitised scenes as well as voices.

So, party on friends. You'll laugh, you'll cry, you may even hurl. *Wayne's World* will be released by THQ Software in August.

## GAME BOY CHART



- |                               |                             |
|-------------------------------|-----------------------------|
| 1 (1).....Lemmings            | 11 (-).....Track and Field  |
| 2 (2) ...Super Mario Land 2   | 12 (10).....Tiny Toons      |
| 3 (3).....Crash Dummies       | 13 (16) ...Super Hunchback  |
| 4 (4).....WWF Superstars 2    | 14 (12).....Terminator 2    |
| 5 (5).....Star Wars           | 15 (9).....Mario Tennis     |
| 6 (7).....Alien 3             | 16 (20)Kirby's Dream Land   |
| 7 (8) ..Bart Vs Juggernauts   | 17 (-).....McDonaldland     |
| 8 (17) ....Ferrari Grand Prix | 18 (6).....Spider-Man 2     |
| 9 (15) ..Krusty's Fun House   | 19 (-).....Mickey Mouse     |
| 10 (11).....T2/Arcade Game    | 20 (-).....Foreman's Boxing |



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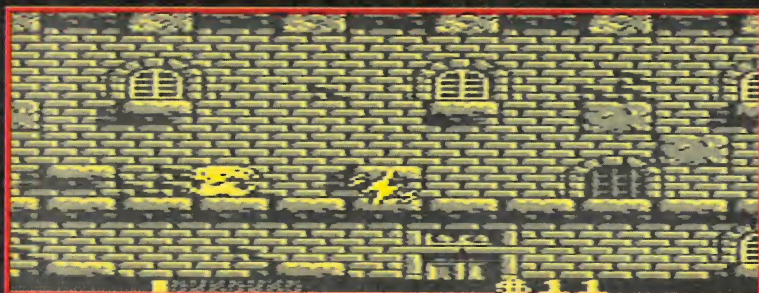
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releases often before they appear in the games magazines.

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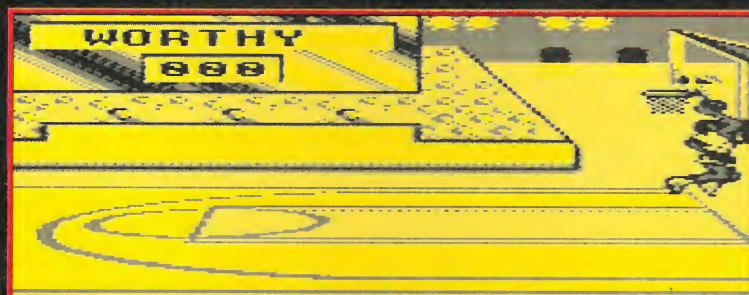
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## 100 Badges and Magnets

So you're having a bit of a 'mare trying to jazz up your tank tops with something a little more special than blobs of tomato ketchup.

So you desperately need to add that special sparkle to your party outfits to have the opposite sex flocking to your side?

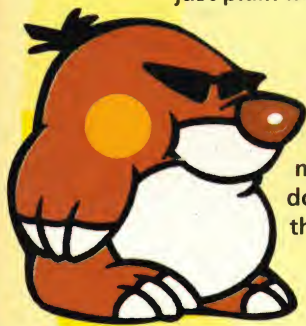
Well, the trendy folk here at GB Action, combined with Fire, a company dealing with the ultimate in console peripherals, have just the thing for all 'Boys with a desire for improving their street cred.

Pin brooches featuring a whole host of Nintendo characters are where it's at. And there are 20 to choose from. Opt for Princess Toadstool, Koopa Trooper, Wario or just plain Mario. Whatever takes your fancy.

### Pin ups

What's more, if you're fed up with staring at dirty fingerprints every time you approach the fridge door, then why not go for a selection of 12 cool fridge magnets? There's Mario riding Yoshi, in a kart and on a dolphin – all guaranteed to slap a dash of colour around the kitchen.

We have 100 assorted badges and fridge magnets to give away. All you need to do to stand a chance of winning is answer the questions below.



Entries to be in by 20th June 1993. Send them to:

**Badge & Magnet Compo, GB  
Action, Europa House, Adlington  
Park, Macclesfield SK10 4NP.**

1) Which two items of clothing here desperately need some credibility adding with a Nintendo badge?

- a) A Sonic the Hedgehog T-shirt
- b) A turquoise and lilac shell suit
- c) Andy's Pop Will Eat Itself T-shirt with scruffy jeans

2) Which is the yummiest food here for tea?

- a) Strawberry and cream blancmange with chocolate chips
- b) Haggis
- c) Jellyfish

Photocopies are accepted, but multiple entries are not!

☐ I do not wish to receive promotional material from other companies

My answers are:

- 1) .....
- 2) .....

Name .....

Address .....

.....

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Post Code .....

All employees of Europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.



## PREVIEW



## FIRE FIGHTER



London's burning, Sicknote's done a bunk and long suffering Bayleaf must step in



Since some firemen have been punished for playing Game Boys while on duty, Fire Fighter might just prove too much of a temptation for our brave lads.

**F**ire Fighter is an original concept from the amusingly named Game Boy game design specialists Teeny Weeny Games who have recently had success with the conversion of the classic Bitmap blast Xenon 2.

Fire Fighter places the player in the perilous position of, you guessed, a fire fighter faced with loads of infernos of progressive ferocity over a total of 10 levels.

Each level features a different type of building or venue with the hazards and features being relative to the venue in question.



London's burning... London's burning. Fetch the engines... fetch the engines... fire fire...

Your first call out is a domestic fire in a semi-detached home. Controlling the fire fighter in the usual 'Boy fashion the task is to enter the building, hose down the flames which flare up throughout the house and locate babies who are crawling around. You must now avoid the rising flames and carry them to safety outside.

There are water-replenishing icons to collect and axes which enable access to locked doors while clockwork soldiers, for some curious reason, are bent on impeding the rescue mission.

### Subterranean Shock

The next nine levels are variations on this theme. A blazing office fire presents the opportunity to rescue secretary-type damsels in distress while enraged, manic office chairs and telephones do their utmost to trip our hero up - telephones and office chairs... hmmm!

There's the same icons to collect with the added bonus of fireproof clothing and also additional hazards when the fire burns through the floors and the firefighter must jump through windows and across narrow ledges.

The third level takes place in

Finger lickin' flames roar down in the underworld and Zorba the Great steps in



There'll be no kebabs cooking in here tonight. Vegetarian zone only

an underground station - a little tasteless maybe? Here, spiders and rats are the hazards.

A high school is the next to get torched. Bouncing janitors cause mayhem in the rescue attempt. But that doesn't prepare you for the enemy in the shopping mall blaze as clothes rails take up the chase... barking mad or what?

A ship yard and factory are not to be left out on this 'blazing' trail before coming to a huge furnace of a blaze inspired by the disaster movie to end all disaster movies - The Towering Inferno.

Perhaps the task here is to rescue ageing otherwise out of work actors - the movie certainly failed to! The primary objective is now to collect as many bits of ladder as possible to reach higher floors.

Fire Fighter is a highly original absorbing romp from Teeny Weeny. It doesn't bid to offer complexity or amazing variety which is so often the downfall of Game Boy games these days. Simple but challenging entertainment, the game is due to be released by Mindscape very soon.





# EXCELLENT!

## GAME GENIE IS HERE!

Loads of game play secrets revealed in this Codebook - shown actual size!



## GAME GENIE



**SUPER MEGA JUMP!**

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OFFICIAL RELEASE

Well, what do you know? It's another of those mammoth adventuring malarkeys to shake its stuff onto the 'Boy. There's enough wombling to put Orinoko out of business and lots of itsy bitsy things to find.



*Ebony, ivory, living in perfect harmony. Mmm, not quite. In the bonus room choose notes carefully*

*Pouff! Blow big bubbles to crack open the brickwork and grab loadsa money*



# MILON'S SECRET

**Y**ou are sure in for one hell of a secretive time once you've spent a few hours with Milon. This isn't one of those tuneless happy finger basher type of games.

That grey thing we call a brain, of which we only use an estimated five percent, is certainly an asset here when it comes to remembering where

to go and also what to find.

Plenty of rummaging around in corners and thumping away at blocks to reveal secret doorways is involved if you want to make any sort of progress whatsoever.

Only when a set number of items are stored away and dozens of puzzles have been unravelled can a vital crystal be secured and many new levels opened up.

The time for exploration is ripe. Milon is your man. He may look like a bit of a whoosie character but beneath that fluffy exterior lies a heart pulsating for action.

## Hubble bubble

Adventure games are swelling now on the diddy dazzler. If you're fed up with platform romps and want something that's more profound, ingenious and interactive, then you have no need to look any further.



*The thing on the far right gives Milon all his energy back. Now, how to reach it...*



*A-ha! At last, a key has miraculously appeared. Just find the exit door now*

## 2nd OPINION



A wise man once said don't bite off more than you can chew (or something). So, for those of you who like your adventures clean cut with a very short life span, you're looking in the wrong place. Crammed with puzzles, clues, secret rooms and a whole range of bad blokes this will take an age to progress through. The graphics aren't really awe inspiring but looks aren't everything are they? A massive challenge, a cute character and a crazy fantasy game! Winner! **Andy**

A demon warlord has gate crashed his way into the peaceful kingdom, cocking up any plans for a quiet Sunday afternoon nap.

The wizard Barnaby has a big favour to ask of Milon. 'Will you go into the castle, give all the invaders what for, find seven magic crystal balls and then a further two special items to rescue Queen Eliza?' he asks in a quite undemanding way.

'Not on your nellie' squawks Milon whose only means of attack is to blow lots of bubbles at enemies.

'Aww go on, be a pal, the

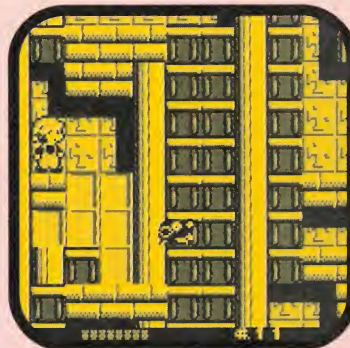






The first end-of-level creature guards a crystal. Aim for his tender bits to quash his fire...

... And then it's time to move on to the next level in the castle, sneaking through open windows



Milon wows the slates. Bowled over by such a fluffy wuffy cheeky chops they fall before him

# ET CASTLE



Queen will make it worth your while,' continues Barnaby with a wink, a nudge and a how's your father.

And so, persuaded, Milon gives on down to experience a drawn out adventure packed to the castle turrets with a doggie bag of surprises.

Underpinning the main man's bubble blowing activities is a puzzle orientated quest.

Milon works through every floor of the fortress, solving the puzzles and finding such items as saws, shoes that allow him to jump higher and lamps to enable him to see clearly when

in the well. Without these essentials he's unable to progress without coming to a premature end.

A password is awarded at regular intervals so don't despair too much.

You should uncover a little bit more every time you play. In each room you must find the key to the exit door and then the hidden door itself before trying your luck in an adjacent room which introduces some new enemies and maze like complexities to fuddle through.

Once music boxes have been unearthed bonus rooms can then be entered.

Milon is bombarded with dancing sharp and flat notes and he has to collect as many sharp ones as possible in order to accumulate more coins, enabling him to buy even more stuff from one of Barnaby wizard's item shops.

## Toil and trouble

After all the rooms have been scoured on a particular floor, then the big boss hide-out lies in wait. Once bashed to bits, Milon collects a crystal and moves nearer to his goal.

The main thing about this game is to keep going back over past rooms searching for clues and items you may have missed.

It's nigh on impossible to get anywhere in the well where the flames are for example without first locating the fire proof vest. This method of procedure works all the way through the game.

Bang away at floors and

walls, bop ceilings with your head and blow raspberries at tiles to find money, shops and the all-important items.

Delve deep and you shall be rewarded is the out and out motto of this game. Only the most inquisitive of Nosy Parker game players won't get to have their nose put out of joint.



In the shops buy as much as you can and glean plenty of info to make serious progress



Ouch, the heat is on. You need to locate the fireproof vest for this bit. But where is it?

## DATA

### SOFTWARE HOUSE

● HUDSON SOFT

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● CONSOLE PLUS

### PRICE

● £21.99

### RELEASE DATE

● OUT NOW

## COMMENT



Another class adventure hits the Game Boy

with enough poking about for items and hints and plenty of hefty clobbering frenzies to guarantee a long life spell. It's got bags of action and secret bits and there're lovely diverse graphics through a series of rooms to keep interest alive. Keep chugging on, using the password facility, and you'll be well rewarded. *Sharon*

## SCORE

### GAMEPLAY

●●●●●●●●●●

### LASTABILITY

●●●●●●●●●●

### PRESENTATION

●●●●●●●●●●

## OVERALL

85%

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# SPIDER-MAN 3



*Something looking remarkably like the alien from Alien 3 pops up to say hello*

Marvel Comics was always suspicious of its beloved super-heroes featuring in video games. The fact that Spider-Man is to appear in a third episode on the Game Boy is purely down to the stunning dynamism of the Spidey sprite. Jason reports exclusively.



## All webbed out



*The end of the first level (thank god) and the goblin type thingy comes out to catch his tea*



*But the man with the sticky feet wriggles his red rubber stuff all over the place to fight back*

**M**arvel Comics took some convincing that the transition from comic-book to video game would not damage the reverence which has made Marvel the most enduring and successful comic-book stable.

If the likes of The Hulk could survive the horrendous '70s brown flares and ripped cheese-cloth shirted TV monstrosities, Stan Lee's super heroes could survive anything.

With his uncanny knack for wall-climbing and willy-nilly web-flinging, Spider-Man's an obvious candidate for Game Boy games.





Oo-err, an aerial Pterodactyl dino sort of meanie comes past on a wing and a prayer

Pop up onto the window ledges before bounding on the enemy. Wish they'd go and get lost



Inside an abandoned building Spidey gets to take an another goon in a funny costume

The designers went through hell trying to please Marvel. The head of graphics, Brad Simon, says,

'When we presented Marvel with the first Spidey sprite representation, we couldn't have got a more dismissive response if we'd dressed him in a floral summer dress!'

## Sticky stuff

Spider-Man 3 is based on The Invasion of the Spider-Slayers. This six-part plot-line from the Marvel comic series of the same name ran between November '92 and January '93 if memory serves me correctly.

The adventure begins with Peter Parker experiencing nagging spider-sense feelings that he is being watched.

These spooky senses are substantiated whenever he has cause to change into Spider-Man as he is immediately pursued by robotic assassins.

The webbed wonder soon

perceives that his overpowering spider sense is being triggered off by tiny mechanical spiders which start to track his every movement.

A bit of detective work leads him past Electro, the newly rearmed Scorpion and more robotic assassins, until finally he tracks the spiders to the Tinkerer's workshop.

It is there where he discovers Alistair Smythe, a recent asylum escapee who has masterminded the entire spider assassination plot.

Building the mechanical spiders and robotic assassins, Smythe imbues each of Spidey's adversaries with more powerful weaponry and in turn transforms his demented self into the self-proclaimed Ultimate Spider Slayer (his words), with whom the webbed-wonder is destined to grapple with at the story's end.

## Incey wincey

The Invasion of the Spider-Slayers storyline lends itself to video game convention more obviously than the previous two plots. Maybe this recent comic series was devised with the game in mind?

The designers have remained faithful in both setting and plot to the comic from the tiny

mechanical spiders confusing Peter Parker's spider-sense to the awesome spider-slaying robots. From Electro to the Scorpion to Smythe, the important elements and character of the comic have been retained.



You're through to the street scene and Peter Parker's foe is just a wee bit peckish

So determined to remain faithful are the team, that any character or element not included in the actual game will feature in scene-linking interleaving screens which are being devised in comic-strip style scrolling from screen to screen with accompanying speech and thought bubbles.

Action and animation in Spider-Man 3 will undoubtedly be the subject of close scrutiny.

In anticipation of possible criticism, Spidey's repertoire is being extended upon with the inclusion of ceiling walking, web trampolines for those tricky situations and new improved web spinning.

As well as the enhanced acrobatics there are additional combat moves, hinting that Spidey 3 is to feature more beat'em-up elements than the previous two.

The webbed wonder and all his foes have been subject to considerable sprite and animation enhancement making all the characters more three dimensional.

The action is even more frenetic than in its already busy predecessor, so the main sprite animation is more fluid while control over Spidey is more definite and refined.

This is good news indeed because if Spider-Man 2 could be criticized it would be for the erratic controls.

In response to this criticism, the designers are including a training mode in Spider-Man 3 so the player can master control before facing the enemy.

It's looking to be a worthy threequel. The game is due for release in June by Acclaim.



Shoot the gun toting muggers and the skateboard hooligans wielding knives. Do this to even stand a chance of escaping from the pleasure (haw!) park



## PREVIEW



## JIMMY CONNORS TENNIS



Here you will be playing one of the toughest opponents ever: Bouncer from Neighbours!

**J**immy Connors is the greatest singles player ever in the long history of this sport. Well, he is on paper anyway. Apparently, he's won more singles titles than any other player.

Throughout his career he managed to win, among the rest, two Wimbledon titles and five US Opens.

Nowadays, he still draws a crowd at whichever tournament he appears and although he doesn't win too much, it's always a joy to see him play.

Taking a breather from their Star Wars epics, UBI Soft will be releasing Jimmy Connors Tennis in the immediate future!

Thankfully, the game uses the standard 'top to bottom' view of the court as in Mario Tennis but this is where the similarities end.

With moves a-plenty you'll be able to totally over-power your opponent. Lobs, fast returns and drop shots, you can do them all!

All of this is bolstered by the opportunity to direct your shot into any part of the court.

The power and direction of all shots is gauged by the

He may be knocking on a bit now but Jimmy Connors is still a firm favourite among tennis fans. He holds the record for the longest uninterrupted run at the top of the world rankings...

amount of time the buttons are held down.

With options to change exactly which button performs what shot and a game link option this has all the hallmarks of a classic two player game.

### Chalk dust

The traditional rules and regulations apply and the scoring system is as expected. There is also the option to choose the number of sets to play in.

Therefore, if you've got plenty of time play three sets, or if you're in a hurry simply play a single setter! It's option city in this blast.

If you're feeling especially perky, then you can have a dabble at a tournament, although working your way through the rounds is no pushover. Luckily, there are three skill levels that you can choose from.

As the vast majority of us



Following a narrow victory over Bouncer you take on the next competitor: Harold



Being a nimble chappie, Harold shows you exactly how a passing shot should be done!

will never get to experience Wimbledon, let alone the centre court, this is the chance for you to get on down and imagine it's that all-important singles final.

All the tension and traumas of the players then becomes more understandable.

With some slick graphics and a reasonably easy control system, the game and sprites appear frighteningly realistic. It looks like once again UBI Soft have struck match point!

You'll have to wait and see though! Look out for a full Jimmy Connors review soon.



## New balls, please



It's neck strain-mongous on centre court as the ball flies from side to side in a fraught battle of stamina

Things are looking pretty ominous for my player at the mo. Hope I don't lose this service game too



Game and set pal! You're about as good as Jeremy Bates! Fight like a true Brit would - smack him one!



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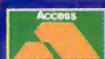
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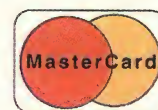
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## DATA

### SOFTWARE HOUSE

● HUDSON SOFT

### SUPPLIER

● HUDSON SOFT

### PRICE

● £24.99

### RELEASE DATE

● OUT JUNE

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# REVIEW

OFFICIAL RELEASE



**A**lso known as Buster Bros in America, Pang is one of the simplest yet most frustratingly addictive shoot'em-ups so far available on the Game Boy.

Taking the guise of a cheeky young lad with a Tin Tin haircut, the objective is to burst all the balloons on screen.

In theory, it's so easy. This, of course, couldn't be further from the truth. Upon impact the balloons divide and multiply, Asteroids style, into many more smaller brethren.

Help is at hand, however. There is a fine selection of bonuses and weapons at your disposal.

These range from the sedate antique clock that freezes the balloons in mid flight to the curiously named vulcan missile gun that acts in the same way as a

machine gun – it fires rapidly and blasts the enemy to pieces.

As you progress, it becomes obvious each bonus has its own suitability for a given situation.

For instance, although the aforementioned vulcan missile gun is all well and good when the screen is liberally spattered with balloons, it's useless for shooting ledges trapping balloons. Each stage is timed, so if there are any balloons remaining when the timer reaches nought you're dead.

### Loopy pops

Pang thus does have an element of strategy behind its simplistic exterior – using the dynamite icon to split the balloons into their smallest size is not a good idea when the full complement of balloons is on screen for example.

On the other hand, acquiring a shield for temporary invincibility or a double wire that stretches the length of the screen if given the opportunity will enhance your chances of progression.



*There's virtually no escape from the hail of balloons here. That power-up looks useful...*

Enjoy the panoramic backdrops such as the Emerald Temple, Ankor Watt and Mount Keirin while you can. It's a completely different kettle of spheroids when you reach the icy ground that greets your arrival in Leningrad.

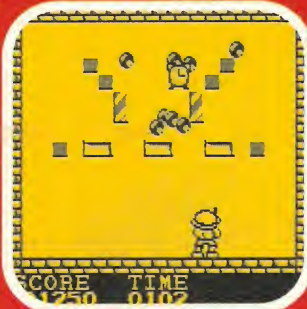
The Russian climate causes untold grief as the controls become alarmingly unresponsive and erratic – this is Pang's way of getting its

**Shoot ever-decreasing spheres to your heart's content all over the world in a balloon bursting bonanza. Pang takes you on an incredible journey where only the sharpest of shooters will survive.**

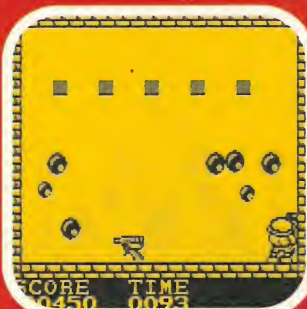
revenge as you slip and slide to your doom.

Features such as the slipperiness underfoot and the ladders and ledges that frequently appear all add to the playability and lastability of Pang. The difficulty is, for me, set at a reasonable level.

The initial stages are quite easy but after around half an hour's play intense levels of concentration does become the order of the day.

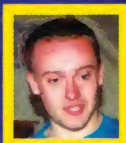


*If only I could hit that clock then I could freeze the balloons for a few seconds*



*The Taj Mahal provides a beautiful backdrop to balloon bursting fun*

## COMMENT



Pang is a hard day's trek across the world spoiled by a load of death bringing balloons. The journey is accompanied throughout by a selection of tunes ranging from oriental to 'orrible – all reminiscent of the theme from Aubrey. Although not a great visual feast, the dot matrix places of interest in the background make up for a rather uninspired sprite. Pang comes as a pleasant change to shooting aliens and killing Ninjas. What better way to pass the day than blasting balloons? **Alex**

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



## OVERALL

**74%**

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Cheap doesn't necessarily mean 'orrible and nasty. Dig deep enough and you can uncover dozens of chirpy and affordable Game Boy games just begging for a piece of the action.

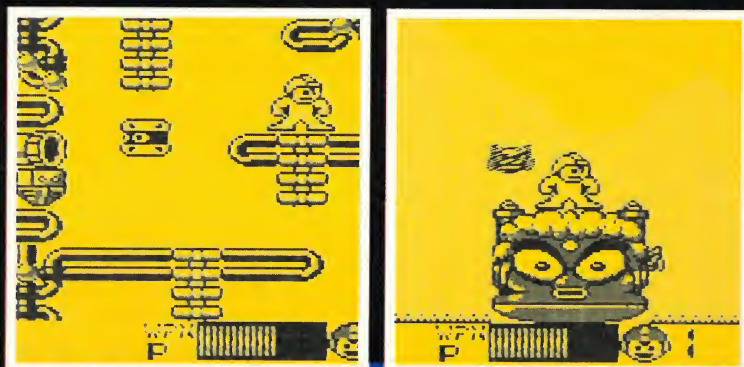
**S**oftware is pricey enough at the best of times, something that is being looked into by the powers that be right at the moment in fact.

However, until the time comes when the video game industry recognises the fact that 99% of games players don't have bank balances heavy enough to squash the British Bulldog or as much money to waste as Norman Lamont, there's nothing you can do but shop around.

Games that date back one or two years aren't always on their doddering last legs, suffering from dodgy varicose veins and rummaging for their bus passes.

There are, literally, many golden oldies and rousting out and out classics to be bought for as little as a tenner. Sharon checks them out.

# PRICE



## MEGA MAN II

**S**pace age knuckle dusting through nine flog-the-baddies-tastic levels is the order of the day in this little beaut. It's up and at 'em action all the way in a challenge as hard as you could hope for.

Mega Man is one mean horizontal and vertical mover and a moody go-getter with his barrage of lethal lasers.

He's also easy to control, running, jumping, sliding and climbing all over the set-ups.

As total annihilation gets under way, Mr Mega gets to build up his own inventory of special weapons as well as energy tanks.

His dog comes wagging into the fray, all set to transform into a mighty machine and a password system is also in operation to help you advance.

So, time to get mental with some maniacal shooty platform malarkey right in your palm.

**90%**



Megadocious action all the way and a pummeling task in hand, Mega Man does to Game Boy games what Mario's done to dungarees. Out and out futuristic warfare and a lengthy task in hand is what this is all about and it all fits onto the 'Boy with admirable ease



## GRADIUS: INTERSTELLAR ASSAULT

**I**t's fast, it's cooking, it's in yer face, it's a blast through the heavens in a challenge as hard as the rocks your ship brushes against.

The new breed of space pigs is on your trail, ready to slice you into sizzling rashers. Storm through five huge levels in a blast so fast you'll need to wipe the flies off your windscreen with a spatula when it's over.

This game is all about speed and slickness of controls as

you're chased, shot at and hassled by all manner of weirdos, some of which are even indestructible.

It's a two meg game with a big memory so there's great depth of play. A perfect buy for blast'em-up nutters world-wide.

Chilli hot and as tough as they come it's a case of burn or be burnt. Ps, this game's also called Nemesis. Don't buy both!

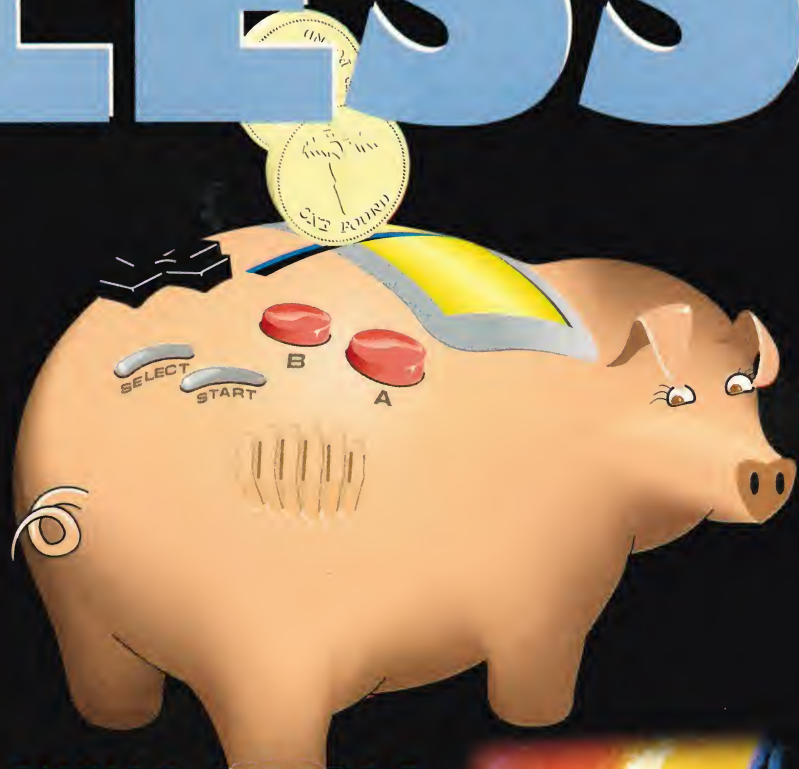
**89%**



Furious fingered frenzy and reflexes so sharp that they could do you an injury are more than essential to make any major headway in this little gem. As shoot'em-ups go, this will be around for a long, long time to come. Great value for money and something to treat yourself with



# LESS



## NINJA GAIDEN SHADOW

**O**ne to bruise your nunchukas over. Don't beat about the bush, get on with it and beat those naughty opponents down to feather dusters.

Armed with a sharp kitchen knife you play the Ninja's pal (he's gone down with a bad case of the runs) as you cut a dashing figure through five levels and those end of level baddies that refuse to lie low.

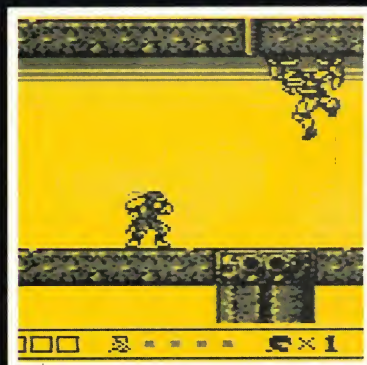
It doesn't leave much to the imagination but if beat'em-ups are your 'thang' then you could do a lot worse.

This game extends on moronic slice 'n' dice monotony by including some Ninja techniques. Pipe dangling, fire power skills and high kicks give the game a lot more bottle.

**67%**



Take that you 'orrible nasty demon you. You think you can sit there blowing bubbles and sending me into oblivion. Well, I'm putting my foot down



Oo-oo what a feeling, dancing on the ceiling, or something like that anyway. Either way, the villain's ready to drop a bomb on Mr Hero



Eeny meeny miney mo, I don't know which way to go. But search and ye shall be rewarded. Knock on wood, fall through floors and do yourself some major injuries if you want to find any goodies. In the meantime, just blast and be damned



## METROID II: RETURN OF SAMUS

**W**hen the rough keep rolling, it's time to get tough. Enter one cool dudette. Yep, a heroine (hoorah) to show the 'Boy what for. And what a meaty hunter she is!

Through the huge maze like complexity of the underworld she must venture, guns gung ho-ing and nimble feet a-nimbling from craggy caverns to ancient ruins.

Along the way she collects power-ups and blasts the assortment of scum. No frilly underskirts on this madam.

The repetitiveness of the bounding about can be overlooked by finding ways through the mishmash of levels and blasting blocks to explore new depths, all of which can be saved with the battery back-up.

The screen scroll is a tad slow but it's entertaining, somewhat in the style of an old fashioned Universal Soldier.

At times it's frustrating when you get jammed in a dead end but true explorers will always find a way through.

**75%**



# STAR TREK: 25TH ANNIVERSARY

**T**his shooty adventure boldly goes where quite a few games have gone before with horizontally scrolling and planet exploring levels in which you control the enterprise and Captain James T Kirk.

Bearing in mind the fact that some Trekkies will buy any merchandise at all, Ultra games have made a far better game than they could have done although it still has some problems.

For a start, the controls are a bit slow. For instance warp drive is more like first gear on a mini, and the planet wandering gets boring unless you really enjoy that kind of thing.

Nonetheless, its full of details that will be lapped up by

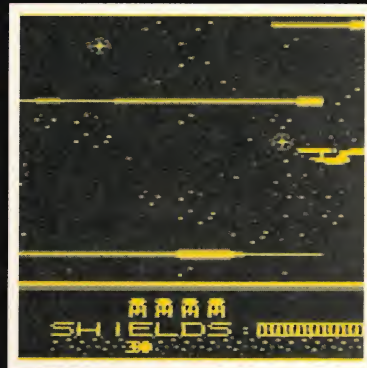
Trekkies and it's kinda enjoyable once you get into it.

It may well be worth snapping up for a tenner while waiting for the next Star Trek game to come out on the GB.

67%



There's Klingons on the starboard bow. Beam me up Scotty, it's like nothing I've ever seen before. Fire photon torpedoes before it all becomes too illogical. Nanoo na noo



So what if it looks like a painting that's run and then been declared a work of art and bunged in the Tate Gallery for arty farty connoisseurs to muse over

## FORTIFIED ZONE

**P**ity that there's only four levels, but, hey, that's life. This maze type shooty affair involves a guy and a gal (eek, another one, they're coming in from the woodwork here).

Both have their own characteristics; he uses all the weapons, while she has the guile, being able to bound over walls and obstacles.

Together they make a dashing duo as they fend off enemy soldiers while moving through a whole series of interconnected rooms.

Oh, and there's some end-of-level bosses, just so you won't be disappointed.

The graphics look a bit dated and none of the areas, such as



KWIRK

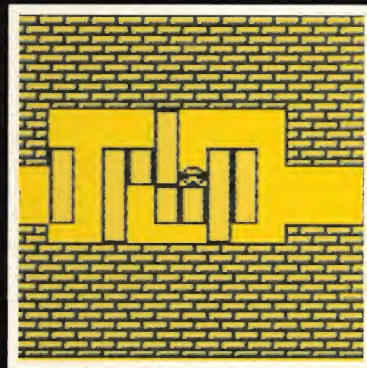
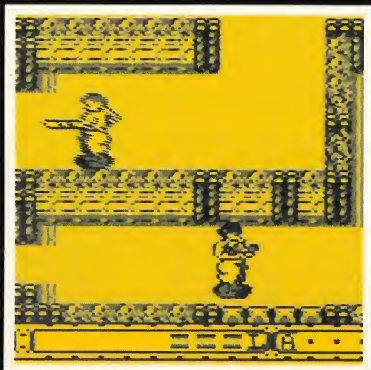
the field, jungle, caves and fortress (the usual territories you tend to come across), are astonishingly different but I've certainly played far worse games, some of which are big movie licence releases as well.

59%



Peeka boo, I'm over here you daft donkey. And I'm coming to get you as soon as I can find a decent sized hole through this barrier...

Oh dear, neither of these warriors are really going places if all they can do is point their nozzles in opposite directions



Turn the turnstiles and shift the blocks up and down after a great deal of deliberation. It's no good diving straight in, just play like the cool dudes you are

**T**his is a super puzzler perfectly suited to the Game Boy. You play a squishy tomato who's in for a stewsome time moving through over 100 different maze like rooms.

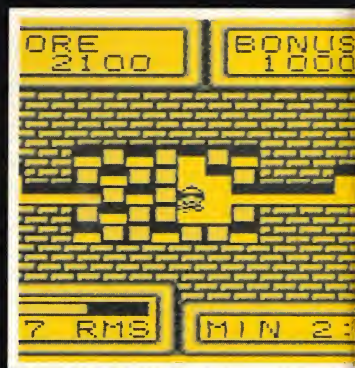
Doors have to be moved, walls worked around, holes filled and turnstiles turned before you can progress to the next room/level.

And just when you think the coast is clear, a stickier labyrinth looms into view. Oh lummy!

Altogether there are three skill levels and three different types of game to get all exasperated over.

Visually it's totally naff but who on earth cares when you've got as much fifth gear humming and ha-ing as this. It's enough to turn you into a veg... boiled for twenty minutes before serving...

86%



The squirty tomato pops its seeds out as it pushes and pulls on the blocks to find a way through the seeming impasse. Make a mistake and it's back to the drawing board



## SNOW BROTHERS

**O**ne of the snow brothers, Nick, has to rescue his brother Tom and save the heart of the sun from burning out in this Bubble Bobble style snow throwing platform adventure.

You get to destroy the various ice foes by snowball r-rolling and chucking.

Their deaths bring forth point boosting chilly snacks or jars of hot sauce which give Nick special powers and the ability to zoom away on specially created Speed Skates.

Nick gets up to all sorts of things like creating huge avalanches and snowball riding during the 50 frozen floors.

The game is certainly cute and it's playable enough with easily masterable controls to be worth rolling those pennies out for when you happen to see it going cheap.

However, do be warned, it has precious little variety, innovation is painfully bleak



Jump from one level to the next and get ready to zap the grouchos in your way. They then turn up into snowballs which you can roll out for the cleaners

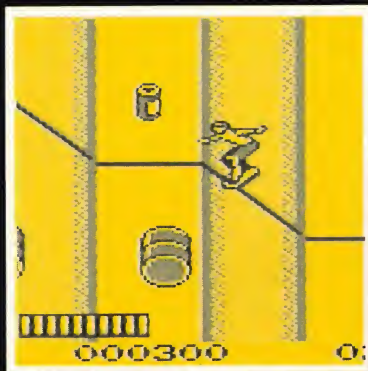
and the whole caboodle is easy enough to finish in just a few goes once you put your mind to it and start to hammer away.

Snowing the enemy does indeed turn out to be a real ball.

**60%**



Once the screen is cleared of all snow related memorabilia, you can move onto the next. It all looks remarkably similar eh?



Keep a grip on those controls 'cause this is no easy ride. Pale with insignificance as you fall through the skies where there's scrappy tin cans and spikes to avoid

## SKATE OR DIE: BAD 'N' RAD

**H**ype your knee pads up, you're letting yourself in for a crazy skateboarding spectacular through seven different hazard ridden grounds.

Scorch tramlines over the measly bods in your way and run amok in both horizontal and vertical levels as your board does the talking.

There are goodies to whip and end of level clowns to duff

up as well as plenty of ducking and jumping when placed in threatening situations.

Graphics are clear and the action is slippy enough for it to be a pleasure although in vertical mode the controls are slightly unresponsive.

It's easy enough to get to the end of the levels but completing the whole thing in one fell swoop is the test.

**68%**

So, imagine the scene. Your goal is not to rescue a fancy woman locked away on a dungeon. In this game, the challenge is on to find a bargain. Special bonuses are awarded if a renowned release leaps out at you with 'buy me' written all over it.

Look through the mail order ads in GB Action, they're all bona fide, eke out the companies that deal in used and part exchange games and take a good browse through the classifieds of which we get literally hundreds pouring through our letter box.

And finally, pop down to your local video store. You may find some Game Boy games on the shelves that you can rent out for a few quid and see if they're to your liking before buying. Happy hunting!



Way to go! It's a slip sliding treat all the way. Substitute those nimble feet with your nimble fingers and gain a bit of street cred





OFFICIAL RELEASE

**N**ow I know this was originally reviewed on import way back in issue 3, but with its official release in the bag it's definitely time to give it the once over again!

Will the power of hindsight stand this in good stead or will time have taken its toll? I can hardly contain myself!

To be honest, I thought I'd been a little over generous way back when I'd reviewed it originally. The first few games down the line and I was bored with attempting three pointers that somehow never came about. A few games later and I was sweating with the feeling of competition and matchplay.

Forget about the one-on-one competition, the players' shirts are

**It's official! Literally! All Star Challenge 2 is about to Slam Dunk straight into your palm! Get your favourite White Men Can't Jump insults at the ready, you'll be needing them!**

# ALL-STAR CHALLENGE 2

practically the same so there isn't much chance of keeping your eye on exactly where your player is!

The game really hots up in the other options – the slam dunk contest and the shooting contest are especially frantic affairs!

Unlike the one-on-one contest there is a side on view of the court while practising the slam dunks and a facing the basket view for those free throws.

This adds spice a plenty to the enjoyment of this game.

BARKLEY	}	GAME 1
WORTHY		
WILKINS	}	GAME 2
BLACKMAN		
CAMPBELL	}	GAME 3
DAUGHERTY		
SKILES	}	GAME 4
EWING		

*The leagues' greatest players take each other on in a one on one battle. Slackers will lose!*

It's always refreshing to get a change of scenery or a different view of a game which is very restricting on the choice of environment available to it.

In addition to these options

## 2nd OPINION



What a bruiser! If you don't want to end up dangling and looking dead pathetic, then you need your wits about you in compo mode. Find your man and accelerate onto that control pad to stand any chance of proving to be worthy. With plenty of variety you'd think this game would be the bees knees. As opposed to other sporting endeavours you don't get muddled between the players but it still fails to rise to the heat. Now where did that itchy bead of sweat get to? **Sharon**



*For that little piece of mystery and suspense, I'm not going to show the result of this throw*



## Your Momma's an astronaut



Three point shoot-out. It's up to you whether you sink or swim in this bicep strainer

Things aren't looking too good for this player at the mo. Maybe things will improve in time



A slight improvement. Keep going son! And white men aren't supposed to be able to jump

# CHALLENGE 2

there is the chance to have a tournament whereby you choose four players to take an opponent on in four separate one-on-one competitions.

### Dig that scene

Luckily, the most space you have at any given time is half the court, so matters aren't confused even more by having full teams and the whole court to go at!

Plenty of time has been spent making this game as good as they could, with the players looking and moving almost exactly as a basketball player would.

Before any contest can take place you find yourself having to choose between one of twenty seven different players.

Each one looks like they could stroll up to the basket, look down and simply drop the ball through

the basket without batting an eyelid. A slam dunk is below these players. The shortest is well over six foot!

For that ultimate battle, try Johnson against Worthy in a one-on-one link-up match, as (option time again) there is the chance of having a two player link here too.

It sometimes seems that while the game was in development, somebody kept coming up with idea after idea.

### Slam dunk

This isn't necessarily a good thing, as it seems that the options have been put in at the expense of leaving some flavour out of the overall package!

On the plus side the fingers and brain (not necessarily in this order) will take no time at all adapting to the easy as can be control system! This makes for a very playable game, if a little low on the challenge front!

For that little extra advantage there is an accuracy shoot-out against the clock. A cross will appear on the ground where the shot is to be taken from!

There's no time for reflection on a missed shot, just collect the ball and move on to the next cross. Not surprisingly this seems to help on the one-on-one contests.

After a few games however, you'll wonder what all the fuss was about and the three pointers will be hitting home almost every time!

That's the thing with this,

although initially interesting and challenging, it soon loses its appeal. The same can be said for the real game played by tall blokes with no hair who sweat a lot!



He shoots, he over shoots and fails miserably! The judges offer no points for failure



Not Worthy! Obvious caption of the century but the temptation was just too much for me!

## DATA

### SOFTWARE HOUSE

● ACCLAIM

### SUPPLIER

● ACCLAIM

### PRICE

● £24.99

### RELEASE DATE

● OUT JUNE

## COMMENT



Tons of options, tons of players, top graphics and simple

to play! All the ingredients of a winning game, surely. Well, actually, no. At first glance I was pretty unimpressed and after a few games it was still pretty average. I soon lost all interest in the games available. The link up option is the best game. Not massive but better than Tip Off. Plenty of sweat but limited appeal. **Andy**

## SCORE

### GAMEPLAY



### LASTABILITY

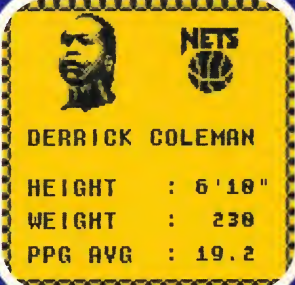


### PRESENTATION



## OVERALL

**74%**



Too tall, too tough, too fast and too skillful! Has anyone ever heard of him!



# REVIEW



OFFICIAL RELEASE

Felix the Cat has made a bit of a comeback in America with his own new movie/comic/T-shirt/mug and the rest. Now he's been given what must be the ultimate status symbol among cartoon characters – his very own Game Boy romp.



*Felix roots around in a magic bag rather similar to his own. I know it's in here somewhere...*

*Ah, there it is! Felix is always losing these pesky secret rooms in old magic handbags*



# FELIX THE



**S**o who's the most street cred cartoon cat then? Not Garfield – he's been hanging off those windows of Ford Cortinas for far too long.

Not Fat Freddy's stoned old hippy cat either – long fur went out ages ago. And definitely not Tom – we all know that Jerry was the talented one.

No, what today's players want is an all-singing, all-dancing feline hero who's not afraid to use a little bit of magic.

Cue Felix, the 60 year-old ex-pal of Betty Boop and the owner of a tardis-like magic bag containing all manner of vehicles and weapons. Righty-ho!

Based on the recent NES game, this platformer is a variation on the old 'kill the baddies get the girl' scenario, the twist being that the girl's a cat – Felix's girlfriend Kitty.

Felix has to stalk around various horizontally scrolling levels collecting magic cat head icons



*Realising he's picked the wrong time for a catnap, Felix grabs a fire-breathing dolphin out of his bag (like you do) and springs back into action*



# KAT



"Could it be magic now..." A few Take That songs should bore any baddie to death

hearts increase his magic level, giving him a power-up.

Secret rooms are hidden in large magic bags generously scattered around the levels which are set underwater, overland, in the air, in space, over the water surface and in a pyramid.

Although placed in a somewhat unoriginal setting, Felix is such a cool cat that he should be able to come into his own and scratch away his platform hopping and bopping contemporaries. The big question is, does the cat get the cream or does the milk turn sour?

## Feline fun

Unfortunately the fact that this release contains so few original features, female feline fetching aside, really counts against it.

As with most platform efforts the impression given is that if the main character runs too fast he'll catch up with Mario and his pals – a potentially very embarrassing situation.

What could have been the cream of the crop is left somewhat semi-skimmed due mainly to the aforementioned lack of originality and a difficulty level that is set far too low – most of the baddies here couldn't beat John Inman in a fight.

Nonetheless, the game has some features that you might want to check out, including the well animated pussy protagonist, a cute (if slightly irritating) tune and some intriguing power-ups.

## Pussy power-ups

These can be collected when Felix grabs a heart. He can then dip into his magic handbag and pull out anything from a scooter to a fire breathing dolphin.

He can even pull out a top hat and baton to sing and dance his enemies to death.

If the baddies clobber Felix, he loses a power-up, unless they get him when he's unarmed.

In which case it's time to sweep up the mess and tell the kids that

Cats like Felix like blowing the brains out of baddies in a tank (as the advert goes)

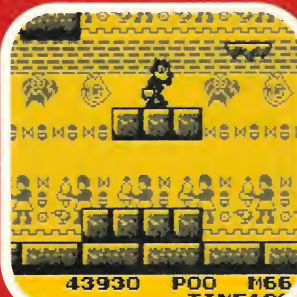


## 2nd OPINION

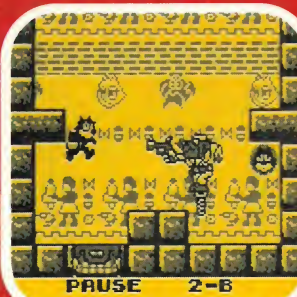


Please, no! Another platform game with a cute as can be central character. How much more can we possibly take? One of these days there will be a platform romp with an original concept. Until this time we'll all have to make do with average games I'm afraid. With a nifty set of biceps and a wicked boxing punch, Felix should be tons more challenging. Unfortunately it isn't the most playable of things. The graphics show what's what, but that's no excuse for a poor show.

Andy



This pyramid is engraved with images of Kitty and the evil professor who kidnapped her!



Braver than the average cat, Felix isn't scared of the end of level doggie on a pogo stick



Heroes in a half shell – Turtle power! Or is that a completely different game?

Felix has gone to a farm in Wales.

He also loses a power-up when his ever decreasing magic bar runs out. The programmers have resisted the obvious gag and given Felix just the three lives, but this isn't much of a problem in light of the fact that the game's a doddle.

Also, Felix receives an extra life for every hundred cat heads that he manages to collect.

Continues are quite liberally distributed so the game can be completed in a couple of cat naps.

Felix could have been an enjoyable and challenging game if Hudson Soft had decided to make it a bit tougher.

As it is, Felix can be recommended only for youngster players, beginners and those with poor hand to eye co-ordination.



## DATA

### SOFTWARE HOUSE

● HUDSON SOFT

### SUPPLIER

● HUDSON SOFT

### PRICE

● £24.99

### RELEASE DATE

● OUT JUNE

## COMMENT



This belongs in the 'easily completed platform game with a

good licence and cute graphics' genre. As far as those games go it's better than most, with a purr-fectly animated Felix and a magic bag full of weapons, vehicles and endangered species to use as power-ups. However, placed in the context of 'Boy games, this one's not especially worth cancelling a cat nap for.

Tim

## SCORE

### GAMEPLAY



### LASTABILITY



### PRESENTATION



## OVERALL

74%

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## AMERICAN IMPORT

**H**e's a one man A-Team. Zen can be hired to deal with anyone. From the school bully to his enemy here, purveyor of all evil, Lord Contaminous!

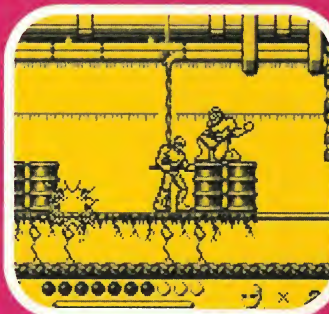
Lord C is hell bent on turning the Earth into one massive rubbish dump with more pollution than ever seen before.

He has a few cronies to help him with his dirty work.

These masters of evil never seem to do their own dirty work, they leave it to a whole bunch of

**Is there no end to comic licences? More and more characters are appearing. Maybe it's just me but I've never heard of this geezer before.**

## Pigs in Zen



*Oily mutations and metallic monsters will need to be stopped at all costs*



*Evil in its slipperiest form. Oil Slick takes his stand in the battle for supremacy*

# ZEN INTERGALA

others. Once these have been destroyed, then he'll consider doing his own battles!

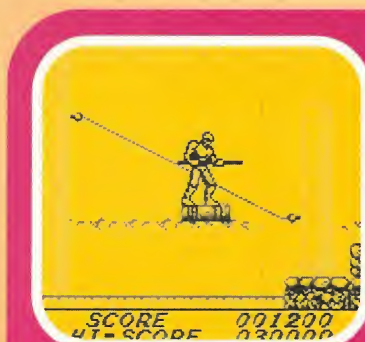
His partners are just as thorough in their pollution. Oil Slick, Smogger, Sulfura and Garbage man need no introduction. They really tell you exactly what their purpose in life is. Recycling isn't part of their vocabulary!

### Green boy

Armed with only his ninja skills and his Photon Stick, Zen sets out on his quest - to cleanse the Earth of all pollution and evil. Yep, it's another one of those green games where the environment needs saving.

Zen, being a ninja, can do a whole bunch of interesting and diverse moves. Sliding, jumping, jumping and kicking and climbing down are just a few of these moves.

His greatest asset is his Photon Stick which can clobber the bad guys, or with the fire button held down for a few seconds he can blast



*It's a feeble form of transport and is quite limited in movement but you'll need to use it*

*Zen's Photon stick is his best friend. One minute it's just a piece of wood, the next a laser*



and speed they too will soon be defeated.

The sprites aren't the most responsive I've ever seen and everything seems to move horribly slowly. It's a shame really, speeded up this would probably be a

a ferocious death ray at all his opponents!

Not surprisingly this is yet another platform game with all the bits that go with a typical platform game. There are the different levels with a few continue points for the continue option offered. There are the three lives and the energy bar.

For extra energy or lives, you can collect a few icons on the way to your destiny, the end of level nasty! If you're looking for anything else I'm sorry to disappoint you. That's it more or less although there are a couple of sub stages where once the end of level nasty has been killed you do your clean-up job!

real carking frenzy of raw nerves and quick finger work.

The graphics on the other hand are a delight to the eyes. Plenty of time has been spent getting them just right and it shows!

Toxic storms, rubbish tips, conveyor belts, collapsing platforms, slippery ground, it's all in here so why was I left wondering where the challenge was?

Sound wise, there is a bog standard tune which doesn't fit into the game at all. It sounds like it belongs on a cute 'em up platform game or even a puzzle game.

The effects are standard and don't add anything at all - an explosion here, a laser there.

They do the job but aren't anything special. After ploughing through the levels (which you can tackle in any order) you will come across Lord Contaminous' Lair where the final battle takes place.

Will Zen have the power to win?

## 2nd OPINION



Such promising material for a game doesn't produce anything that you could call vibrant at all. It's rather on a par with Toxic Crusaders, another so-called environmentally offering that drivels its lonely way to the back of the shelves and then down the pan. Graphics are so-so but it really trips itself up on the action which is simply too short-lived and weedy. Honestly, traipsing left to right with the occasional shoot-out has no grit to it at all. **Sharon**

### Eco unfriendly

For these sub games you have to put all cans into the recycler and clean the river by blasting the cans from the sky before they hit the water. Rescue some birds from the slick left by Oil Slick and clean the air of the smoke pollution deposited by Smogger himself.

Strangely, it was unbelievably simple to reach the end of level nasties, which hardly amounts to a huge challenge really does it?

Getting past them however is a real pain. They seem to be indestructible. With some nifty skill







# ACTIC NINJA



Garbage is everywhere. Anyone fancy some crap seventies clothes or a washer?



A nasty bloke is up ahead. Your next move could be your last. Use it wisely!



Sad skinny bald bloke briefs you on the task, sends you on your way and then puts his feet up!



A quick foot to the lower jaw will do the trick here. Your foot to the enemy's jaw of course

## DATA

### SOFTWARE HOUSE

● KONAMI

### SUPPLIER

● CONSOLE PLUS

### PRICE

● £21.99

### RELEASE DATE

● OUT NOW

## COMMENT



It's a shame this was so simple to progress through. It's

got all the makings of a great platform game. With some excellent graphics and good ideas, it could have been much better. Unfortunately, a sad tune, slow moving sprites and only five levels excluding the bonus stages left me wondering if it was worth the effort. I prefer a tougher time in these games!

Andy

## SCORE

### GAMEPLAY

●●●●●●●●●●●●●●

### LASTABILITY

●●●●●●●●●●●●●●

### PRESENTATION

●●●●●●●●●●●●●●

OVERALL  
**73%**



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**COMMODORE** – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

**ATARI** – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

**NINTENDO** – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

**PC** – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

**SEGA** – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners (to be launched on May 20).



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# COMIC CASH-IN



**Action comics have long inspired movie makers and graphic artists. Today, a feverish gluing together of comic book with video game exists as software publishers lead us to believe that a game can sell on its name alone. Jason investigates.**



**C**RRACCKK!!! went the sound of comic book fist connecting with comic book jaw resounding around a typical Stateside diner. An unlikely collection of consonants "CRRFFWW!" and "MNNNFF!" with non-too subtle impact lines helped send the likes of mild-mannered Peter Parker, Bruce Banner and Clark Kent reeling in a fury of bar stools, ketchup bottles and cappuccino froth.

Invariably, this was the scene when a superhero realised his

destiny, that he was no longer a puny mortal... and a million pigeon chests expanded in anticipation.

Whether from an overdose of gamma radiation, a nip from a curious breed of radioactive spider or a hasty exit from the planet Krypton, comic book heroes have kept fancy dress shops in business for years!

This fascination with quite amusing costumery started with DC Comic's Batman which then became a

serialised adventure for cinema goers of the 1930s, complete with hilarious blanket-stitched garb.

The high camp cult in the 1960s is well documented – the dark, stylishly sinister, leathery apparition in the 1980s movie couldn't be further removed. The Hulk and

Spider-Man were given television treatment 1970s style which lampooned these superheroes with ripped wide collared shirts and brown flares.

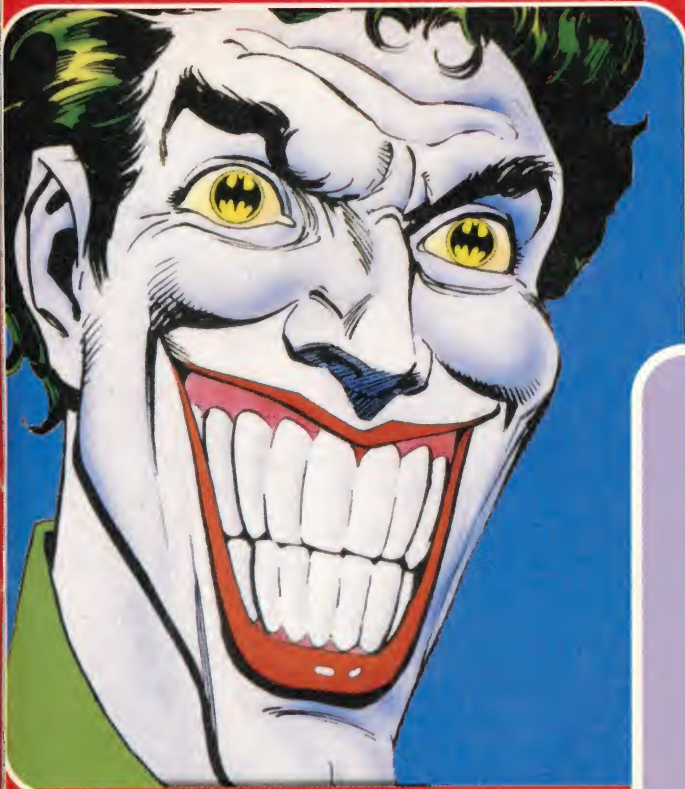
Despite all this, Stan Lee's marvellous Marvel characters have stood the test of time.

Although superhero comic characters were obvious candidates for games, Marvel was suspicious of character interpretation.

The early 1980s saw Scott Addams' Marvel text-only adventure range which defeated the object somewhat. But it is only recently that Marvel has accepted video-games... although it is still bitterly critical about the way the characters are, at times, portrayed.







## Going batty

Batman the Movie was by far the most lucrative licensed film of all time. When you consider the competition: Ghostbusters, The Turtles and the Star Wars trilogies, this is notable indeed. Software publishing giants vied for the licence which was a cool £1,000,000.

The first Batman game is not much cop but Batman: Return of the Joker on the Game Boy is superb, highlighting the Caped Crusader's ingenious gymnastic capabilities and utilizing those marvellous toys, especially the favourite Batarang.

A vast, tough, diverse arcade/puzzler lies in store here. Like Spider-Man, the main sprite is a pleasing representation of the bat-eared battler. It's a big sprite with intricate animation, something not normally associated with the Game Boy.

● Above: Batman: Return of the Joker ranks as one of the hardest challenges yet, driving you wild with frustration. It still retains that 'just one more go' factor though and there's more than enough action to whet anyone's appetite



## Web'em-up

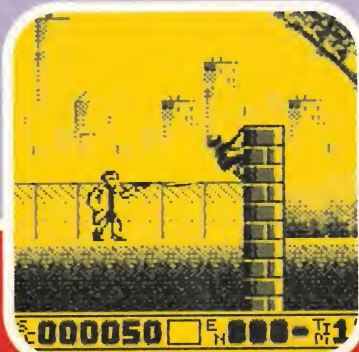
The fact that Spider-Man is about to star in a third adventure on the Game Boy is all down to the graphical portrayal of Spidey himself, plus the fact that Marvel must be pleased with the interpretation.

Control over the webbed wonder is superb with ultra-slick animation and an ingenious control mechanism. Considering the restraints of the

Game Boy's visual capabilities, the sprite is as close to the amazing acrobatic's ability conveyed in the static but spectacular cartoon drawings as you could possibly get.

Great use of acrobatic platform action and web-flinging is integrated into some pretty regular multi-level platform episodes to savour. Salvation from mediocrity is courtesy of the main sprite.

● Left: The famous man in red sends you up the wall as he climbs and scarpers about, slinging his web and latching onto buildings





# COMIC CASH-IN



## Dredding it

Comics have not only influenced some movie makers, they have also made quite a profound impression on many game designers, particularly talented graphic artists.

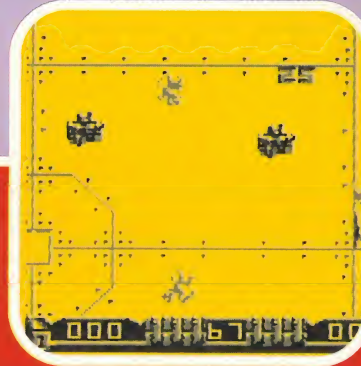
Top game designers, The Bitmap Brothers, had their biggest hit with a brutal future sport game which was strongly influenced by the cult comic 2000 AD and its key character

Judge Dredd. Speed Ball 2 conveys a soulless future world - a granite and steel arena of

● Below: Thrash it out, kick some butt and yank that ball all over the place to get the adrenalin going

violence. The conversion to the Game Boy has lost little of the speed and out and out venom of the 16-bit original.

A combination of Rollerball and soccer, Speedball 2 is still the ultimate contact sport on the hand held with many of the screens featuring the armoured Speedballers who are obviously strongly influenced by Judge Dredd and his contemporaries.



## Aye Carumba

Today, comics, movies, cartoons, merchandising and, most recently, pop music merges into one big exploitable melting pot, with feverish cross-promotion and licensing creaming this juxtaposition for all its worth. The Simpsons began life as a comic strip starring Homer.

This of course inspired the excellent TV cartoon series, even



● Above: Bart sets out on his escape from Camp Deadly. A big and entertaining adventure lies in wait

though the younger generation associates more readily with Homer's son, Bart. The myriad of merchandising and a series of video games has turned Bart into an exploitable commodity.

Bart Simpson's Escape from Camp Deadly is an arcade style fun romp and Bart Vs the Juggernauts is equally as addictive although maybe a mite too hard.

Continuing with the success stories, Krusty's Fun House takes the Simpson connection one step further.

Krusty the clown has to rid his house of rats by cornering them with a supply of boxes.

The next Simpson game to appear in November of this year will concentrate on father Homer at his work in a nuclear power plant.





## What a Gaul

The result of such widespread publicity is that comic books, particularly cultish characters, have never had it so good and merchandise licensing is now a very lucrative business.

For a decade, Asterix's creators have flatly refused to have the Gaul with

guile turned into a computer game. Finally, it took fellow Gauls Infogrames to clinch the deal although not without frantic piggy bank shaking.

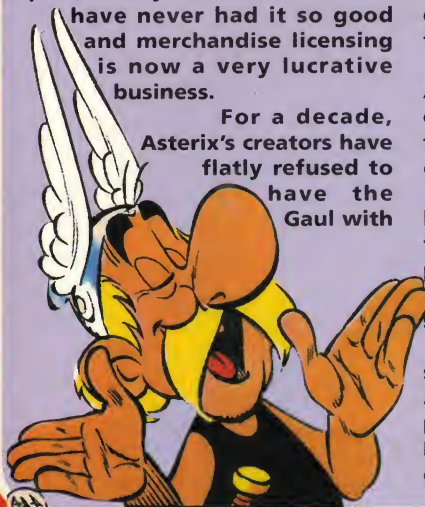
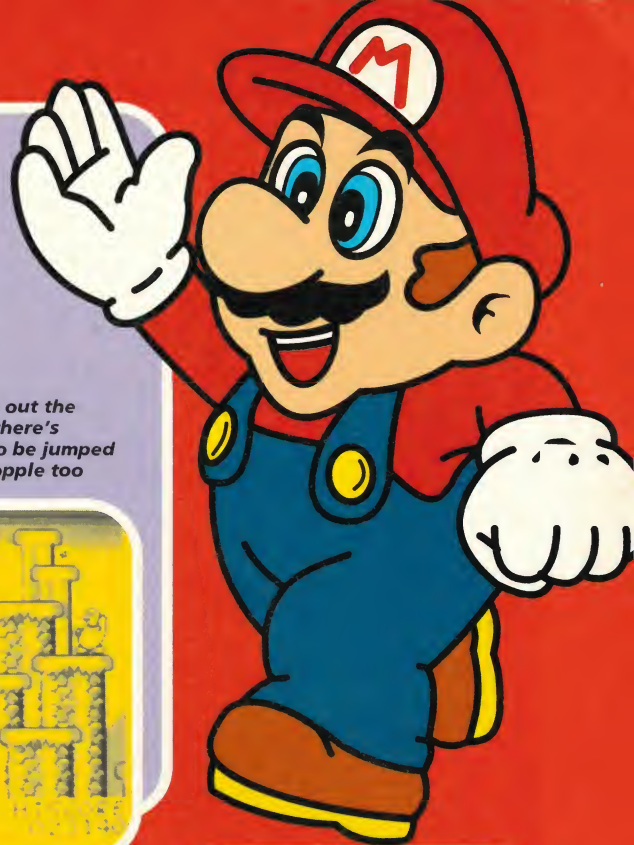
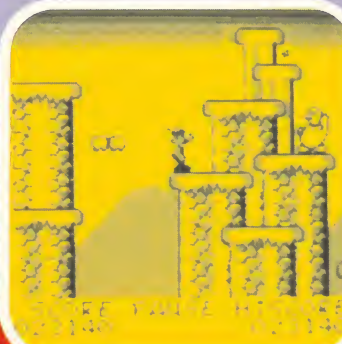
The cautious creators of Asterix have insisted on being consulted every single step of the way in the re-interpretation of their beloved character.

The game is one of many bids to 'out-Mario' Mario with a fast moving, feature-full platform romp through the Roman Empire in the ubiquitous search for his chum Obelix.

A faithful interpretation, it still remains to be seen whether Asterix's chariot can muster the pace that has made the likes of Mario today's prominent video game heroes.

Although it isn't looking to be anything too bizarre there'll be plenty of surprises.

● Below: Asterix sniffs out the competition. Oh la la, there's Romans and pitholes to be jumped over and seesaws to topple too



## Green faced

Transferring a cult comic book character to the Game Boy doesn't necessarily mean success. Although many games sell on their name alone, the game behind the title often turns out to be a major disappointment.

● Below: Barbie gets dolled up for a dreamy date with Ken. Yuck!



Lesser comic book characters Swamp Thing and Toxic Crusaders have also made a GB appearance, turning out to be drivelly games and not all that user friendly when it comes to good gameplay.

● Above: The Toxic Crusaders take a walk through smoggy backwaters



Merchandising characters such as Turtles and Barbie have also been dragged onto the small screen, the latter being a sad shambles and a downright insult to female games players as Barbie sets out to find a ball gown before meeting darling Ken for a dreamy date.

# KA-RUNCH!

## About turn

It has long been the tradition that comic book, cartoon and movie heroes are licensed to feature in video games.

But now the home-grown heroes from the world of games are turning the tables and

becoming the hot licence properties of tomorrow.

As Mario Brothers movie finishes production in one of the most expensive movies ever made, (we'll bring you a sneak peek of the film very soon) Sega

rival Sonic the Hedgehog is to feature in a new cartoon series.

Meanwhile, James Pond is set to appear on the Game Boy in August and Bubsy Bobcat, the new cool hero on the SNES, may be converted to the Game Boy. They are also vying to be the next cult comic book heroes.





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# GAME BUSTERS

Get busting those carts right out of their packs. There's no time for game playing dilly dallying and wiggly wagging once you've copped a load of these unstoppable cheats. Keep sending them in to: **Game Busters, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

## Parodius

Enjoy a terrific cheat for a great teaser of a game, thanks to Owen Morley of Sittingbourne. Press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A anywhere you want during the game to get yourself loaded up with extra weapons.

## The Humans

S. A. Hares of Gwent gives you a taster for later levels. Coming up are the first 10. We don't like to spoil your fun too soon.

- |         |          |
|---------|----------|
| 1. XXXX | 6. VBCD  |
| 2. CVBM | 7. ZXVZ  |
| 3. QWSD | 8. KJHR  |
| 4. PLKP | 9. PYST  |
| 5. MNBV | 10. LKLQ |



## Probotector

For a level select, Leonard Gingell from East Kilbride (where our mag is printed in fact) recommends trying this: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A, SELECT then START.

If you'd like to be a gaming wimp and begin with 10 glorious lives, then do the following: 10 UPS, 10 DOWNS, 10 LEFTS, 10 RIGHTS, then B, A, SELECT and START.

## Lemmings

Codes for the tricky level coming right up. Let's go, eeheh, geronimo...

- |            |            |
|------------|------------|
| 1. SFGVBH  | 14. VGSDTG |
| 2. GNRNFY  | 15. HSDJFK |
| 3. PFCGSD  | 16. JCVWXX |
| 4. TWYWYT  | 17. VFWSLH |
| 5. SDHSHS  | 18. LJDRBC |
| 6. DFGSGH  | 19. CQSBNL |
| 7. RLYDRT  | 20. PSDHWJ |
| 8. GSHGSS  | 21. CHTLNX |
| 9. ZGRZNI  | 22. GFTTYQ |
| 10. CVBXSH | 23. BSWHTW |
| 11. LKJHHG | 24. KSLSNF |
| 12. XCSDCX | 25. JTYRDN |
| 13. DFQRTW |            |



Aww, go on then, we'll let you have the taxing too... better be safe than sorry, just in case that land mine's about...

- |            |            |
|------------|------------|
| 1. VSDGSJ  | 14. XYHGXX |
| 2. HGSFDY  | 15. WJHFKK |
| 3. WQQDFR  | 16. GKJXCZ |
| 4. PRTTMM  | 17. DNDLSH |
| 5. RVDBNF  | 18. FGSKGD |
| 6. ZWKRBQ  | 19. NSDFSW |
| 7. FRWNBQ  | 20. DRMLND |
| 8. WYRHDG  | 21. JSDHSW |
| 9. PDKDJS  | 22. RRHRNS |
| 10. YPSLQW | 23. QHQJSD |
| 11. RWQNDJ | 24. RGHFWX |
| 12. BHYWHD | 25. WHGXZL |
| 13. VYRTNC |            |



## Terminator 2

Some general tips from Owen Morley to get Arnie blasting through those levels:

Level one: Hit the beacons in this order: fourth, first, fifth, second, third.

Level two: At the end, jump onto the middle platform. Stand in front of the door and press UP.

Level three: Re-program all the read-outs to zero.

Level four: Drive along the top of the screen until T-1000 shows up. You will skip all the obstacles that are in the way.



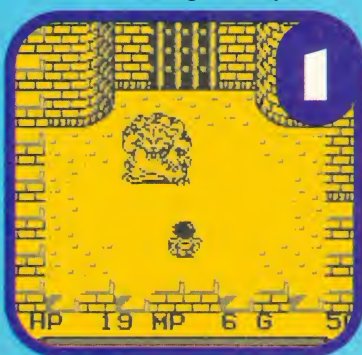
AWESOME CHEATS



## PLAYER'S GUIDE

**Many people have not yet uncovered the secrets of the fabled Mana tree. Dave's following guide will take you gently by the hand and lead you through the mysteries...**

Starting off in the castle you decide it's now time to escape the tyranny of the evil Dark Lord. With your best friend dead you are alone throughout the adventure, but you will recruit a few friends along the way



Before you make your escape bid, you must defeat this rather nasty monster. Wait inside the castle until your energy bar is at maximum, then step inside the arena and take your first swipe. Retreat to the bottom of the screen and recharge again before the second blow. Repeat until the monster is defeated

Standing south-east of your starting position is this girl. You must rescue her from the monsters. Once rescued she'll accompany you until you find Bogard



When you find the old man in his house, hassle him a few times for him to react to the girl's pendant. Now he'll give you information and a very useful item for the oncoming caves

Stop in at the town of Topple to replenish your armour and information. Don't spend anything on healing potions as the girl can heal all



Inside the eastern caves are these rocks that block your way. Use the mattock to pass them



Just before you reach the treacherous swamps, there's a shop where you may purchase the axe and further mattocks. Make sure you buy all that you can before you travel to Kett's room. Once there you can rest and learn a new spell



When you wake in the morning you'll notice your friend has disappeared. Start the rescue attempt by travelling to the lizardman camp and finding the bronze key. This key will allow entrance to the Cave of Marsh

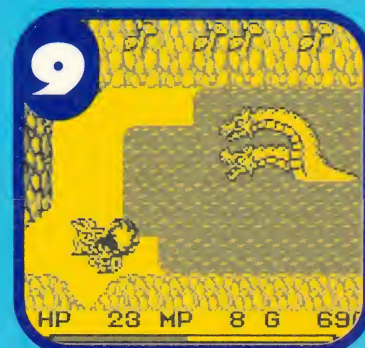




# Easy Adventure



Hidden in the caves is the Sickle. You must find this weapon if you're to continue your journey



A few hours of exploration will soon lead you to the outside where you must face the hydra. Kill this creature to gain the fire spell and the mirror



Taking the mirror back to Kett's room, you can now use it on the man guarding the doorway. He'll turn into a raging werewolf. You must kill him to enter the rest of this mansion



Hidden in the cellars is the chain weapon. Yet again you must find this weapon if you're to carry out the rest of your quest

Coffins can be found in the deepest part of the house. One of them contains your friend, so find her and make your way back out again



Just before you leave the premises, the Vampire Lord attacks. Kill him by using your chain and always keep your distance



After this little adventure you're now ready to move onto Wendel. Explore the city thoroughly and stock up on any items you require. Then after talking to Cibba, Julius attacks and takes the girl!



# More Final Fantasy Adventure

## PLAYER'S GUIDE

The last two pages were only a taster...



To travel through the Gaia pass you'll need to be wearing silver items, you'll find all the silver you'll need down in the mine that's to the east of the pass

Unfortunately the only silver that can be found is guarded by the deadly Megapede. Only headshots will harm this oversized insect



As you leave the mines, Watts will inform you of his plans. Follow him back to the Dwarf cave to purchase some silver armour and a weapon



Now that the spirit has been appeased you may pass through Gaia without complication

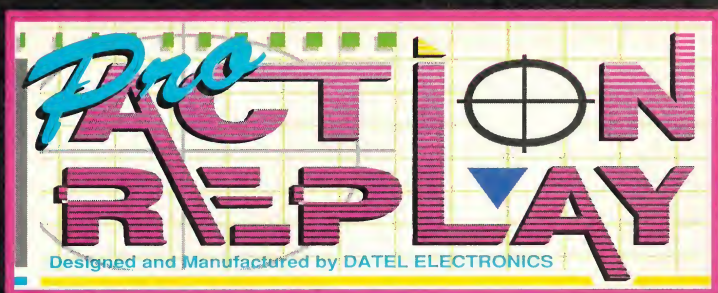


The next plan of action is to travel to the airship and rescue the girl from the evil clutches of Julius. Don't forget to save the game regularly



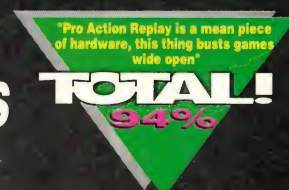
After the exciting incident on the airship you land in the village of Menos. From here you must unravel the mysteries of the desert and Medusa. Tune in next month for the concluding parts





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## Mos Eisley



### PLAYER'S GUIDE

Last month it was the start of Luke's quest. This month Andy takes you through the next part of the battle...

# Star Wars



The bottom right hand corner of Tatooine is the location for Mos Eisley Space Port!



## Rocks

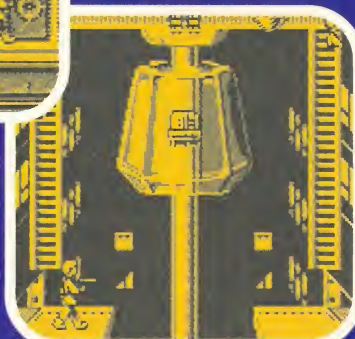


Avoid the asteroids by simply moving the cursor to top left or bottom right. Dead simple!



Go into this room to link up to the Entire Imperial Network. Plug R2 into the port on the right as shown

(Right) The Tractor Beam has to be put out of action. Watch the lasers above and jump onto the ladders. When high enough, fall off and fire at the centre point. Repeat until destroyed

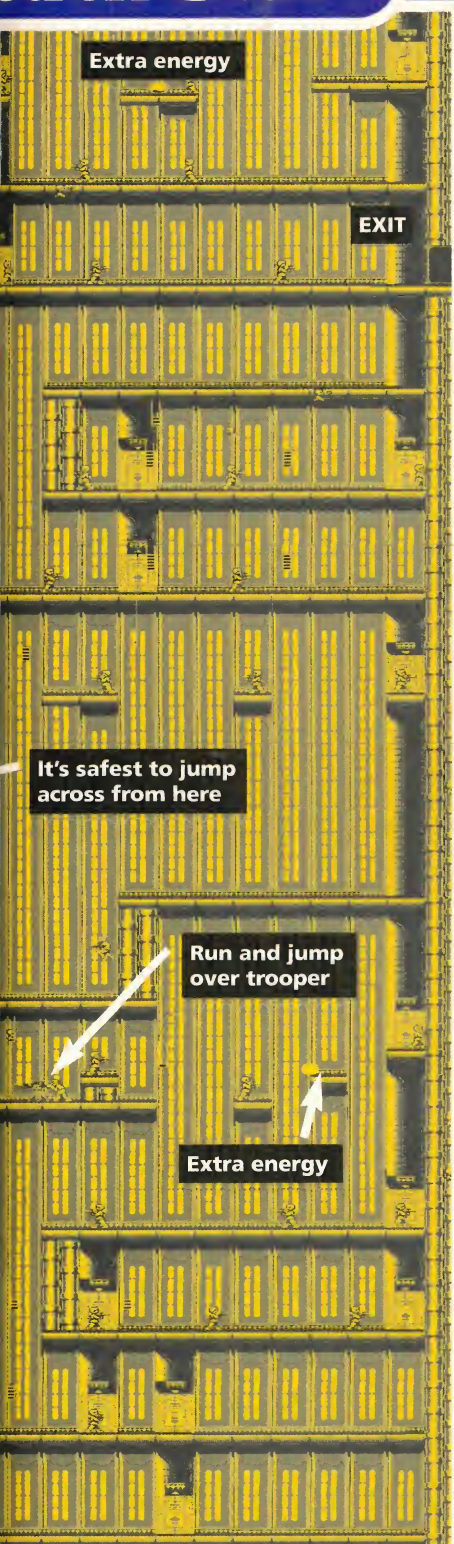


Don't fall down hereee eeee eeere

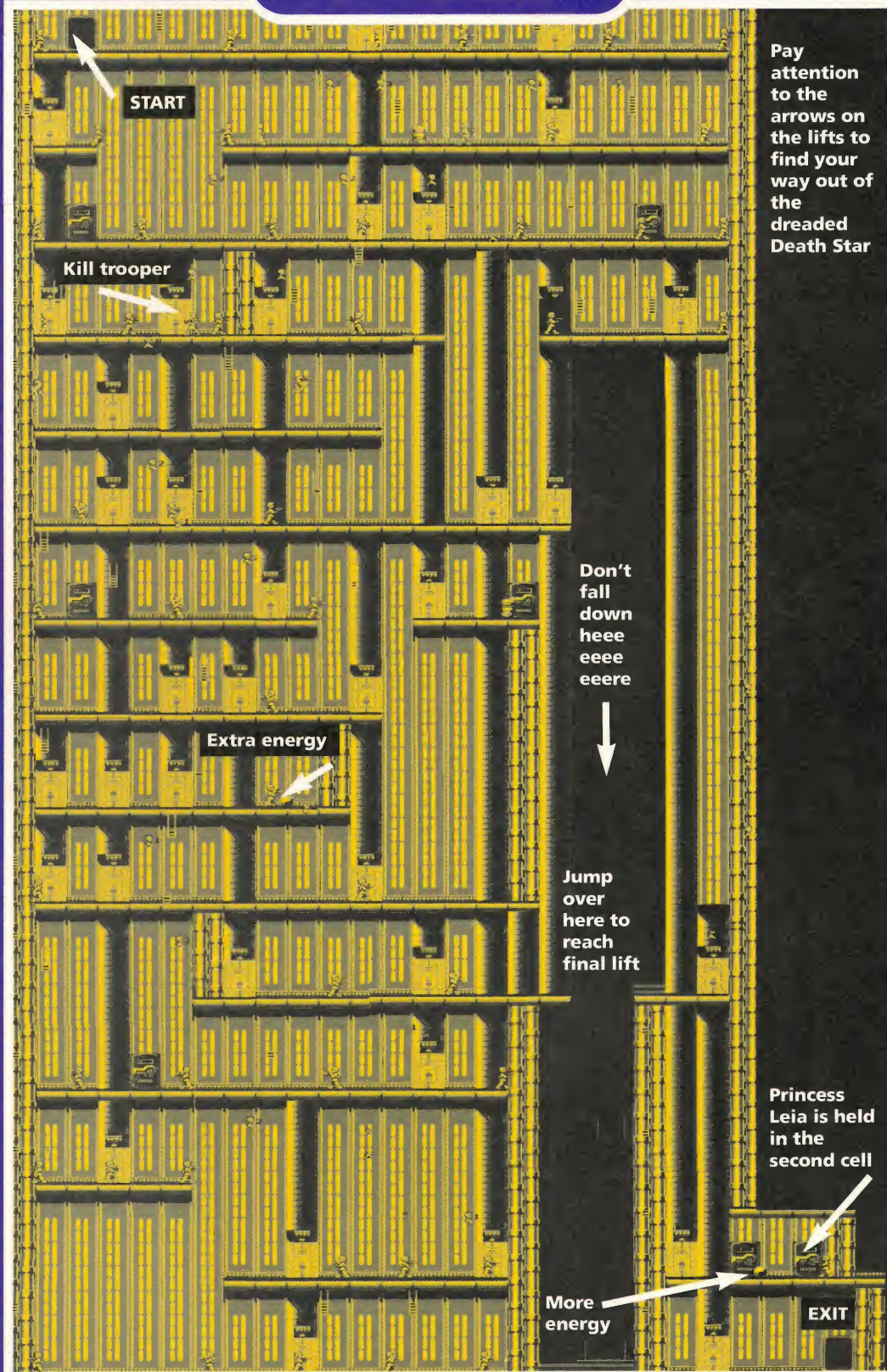


Luke has to find Han Solo in the Cantina which is clearly named by the sign above the door. Then head right to Hangar 94! Hit the skies!

## Death Star



## Prison



Pay attention to the arrows on the lifts to find your way out of the dreaded Death Star



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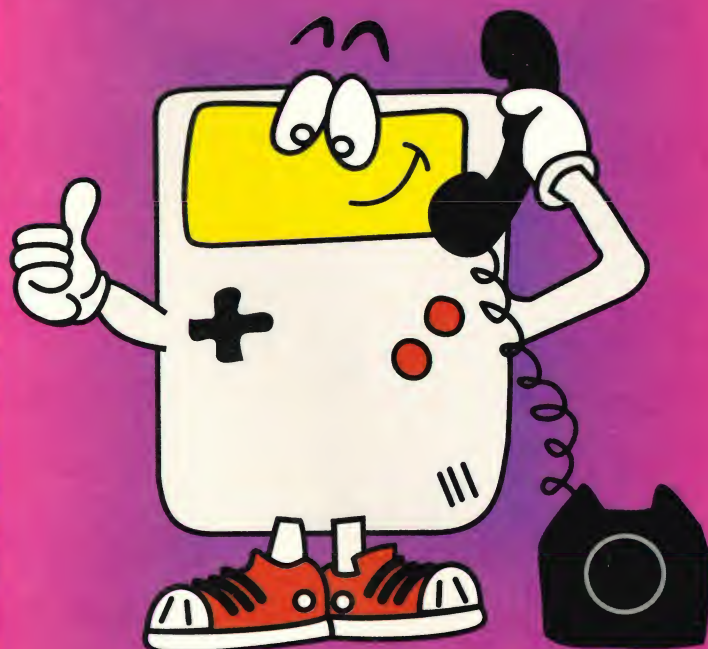
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You made it perfectly clear from the 3,000 returned surveys GB Action got that you're all craving for mountains more cheats and guides. Well, not to be kill joys, they're all heaped in here. After all, it is your mag...

# GAME BUSTERS

## Burai Fighter Deluxe ■ Super Hunchback

Codes for Ace level:

1. No code
2. GBHC
3. MHCB
4. CDMN
5. KDPG

Codes for Ultimate level:

1. GDCP
2. LMCJ
3. CCHL
4. HFKP
5. BNGN

## Mickey Mouse

The password to the last level is GIFT. This little pressie was sent in by Mark Cameron from Warrington.

## Bubble Bobble

Garry McGinn of Edinburgh would now like to show off as he presents the ultimate level passwords:

- |                |                 |
|----------------|-----------------|
| Level 96: BGL3 | Level 99: KLLD  |
| Level 97: VLLD | Level 100: KGLD |
| Level 98: VGLD |                 |

## TMNTurtles/Foot Clan

You'll find Game Boyers thumping away at their hand helds all over the world. Siang Pin from Malaysia has been doing just that on this game and is ready to share the bonus stages with all you fellow dudes.



### Bonus stage one (the lane, scene one)

When your turtle comes to the first two barrels, make sure to break the second one then just jump on the spot and you're in the bonus stage. Simple!

### Bonus stage two (the sewers, scene two)

When you're roughly in the middle of the stage, just after Baxter's mouse, you'll come to a place which has a pipe on that you have to jump.

Instead of jumping though, walk underneath it until you reach the wall. Wallah! Bonus stage.

### Bonus stage three (the sewers, scene four)

Quite early on you'll reach some water with a long pipe above it. Rather than walking on the pipe, go under it. Walk in the water until you reach the wall. Ta da! Bonus stage coming up.

## Dynablaster

Blasting fury can soon turn into loadsa money if you have the know how.

When you get a code, exchange the first letter or number of the code for an X and, hey presto, millionaire maestro. Cheers to Nicholas McEntyre of Preston Brook for that.

Gavin Ferguson from Norwich has supplied an in depth analysis of how to find some veritable treasure troves in this whacky and hugely successful platform game.

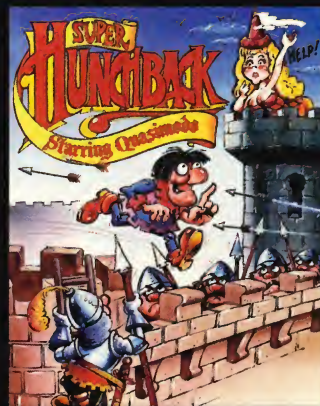
After you have rung the first bell, you come to the tree stump. Jump on it and then leap on the other stump before running and jumping left. You will land on the branch.

Keep jumping up to collect more goodies than first meet the eye. When you reach the swinging rope on the same level, keep jumping up until you land on another branch and there you will collect even more goodies.

Then jump right and go back to the rope. When you're in the middle jump, avoid the spikes and you'll enter a secret stage.

On level two in the castle jump onto the first cannon ball that goes from left to right in order to climb up on the platform.

Then jump up to pass the second ball going from left to right and jump on the third one just before it explodes. Jump left and you'll find yourself in another great place of hidden goodies.



## Battletoads

Hold A, B, DOWN and then START for five extra lives.

## Alien 3

On the inventory panel press START once for the FX only or press START twice for music only. Thanks to James Akers of Leicester.



## Fortress of Fear

Enter W heart W on the high score table to begin with six lives.

## Populous

Rob Sharp, Deputy Art Editor of this illustrious tome, has already been battling bravely through to provide you with a heap of world codes to give you a lift on the Conquest trail. Be warned, after World 100, Populous becomes an awful lot harder...

- |               |                |
|---------------|----------------|
| 11. NIMIHILL  | 77. RINGOXMET  |
| 25. QAZITORY  | 101. SCOGBOY   |
| 51. BUGWILLIN | 121. QAZIKEBAR |

AWESOME CHEATS

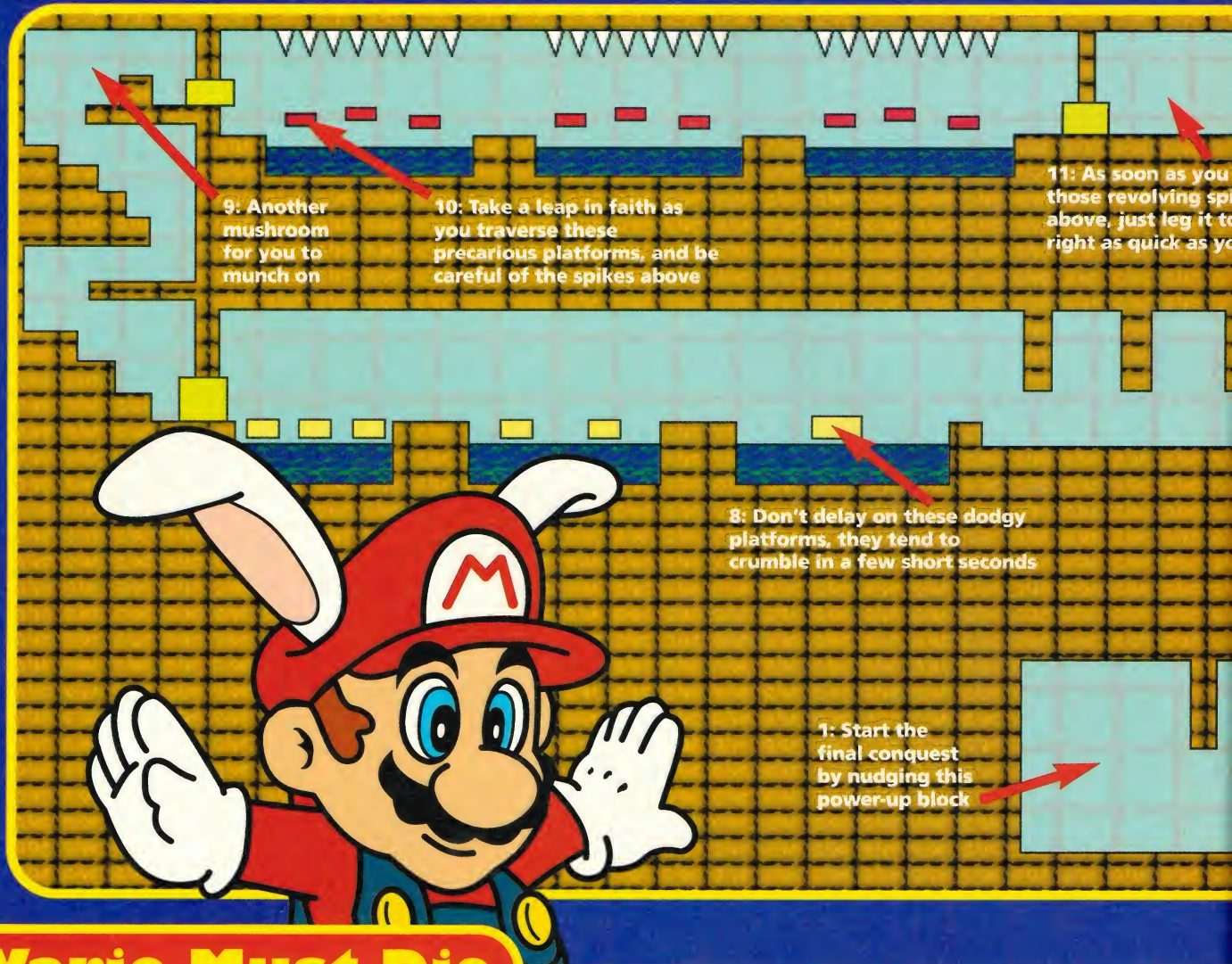


# GAME BUSTERS

With many queries about the last level to this highly imaginative platform game, the Editor has asked me, Dave, to compose a guide for all you lesser players.

# Sup

## PLAYER'S GUIDE



9: Another mushroom for you to munch on

10: Take a leap in faith as you traverse these precarious platforms, and be careful of the spikes above

11: As soon as you see those revolving spikes above, just leg it to the right as quick as you can

8: Don't delay on these dodgy platforms, they tend to crumble in a few short seconds

1: Start the final conquest by nudging this power-up block

## Wario Must Die



Upon the final encounter, Wario will use many different attack styles to thwart our moustachioed hero.

The first will take place in the throne room, so you must leap to safety by jumping on top of the throne.

From there you can jump on top of Wario as he passes underfoot.

Repeat twice and you've defeated the first attack wave. Before you wander too far to the right you should collect the bunny ears up high on the right



2

The next battle shows Wario wearing bunny ears. Play him at his own game by staying at the sides and then slowly jumping on his head as crashes to the ground. Once he's been hit three times he'll zoom off to change

The following round reveals Wario to be playing with fire. Before he gets a chance to hurl streams of fireballs at you just run up to him and jump onto his bonce. Stay close and prepare to repeat twice more to see the final sequence

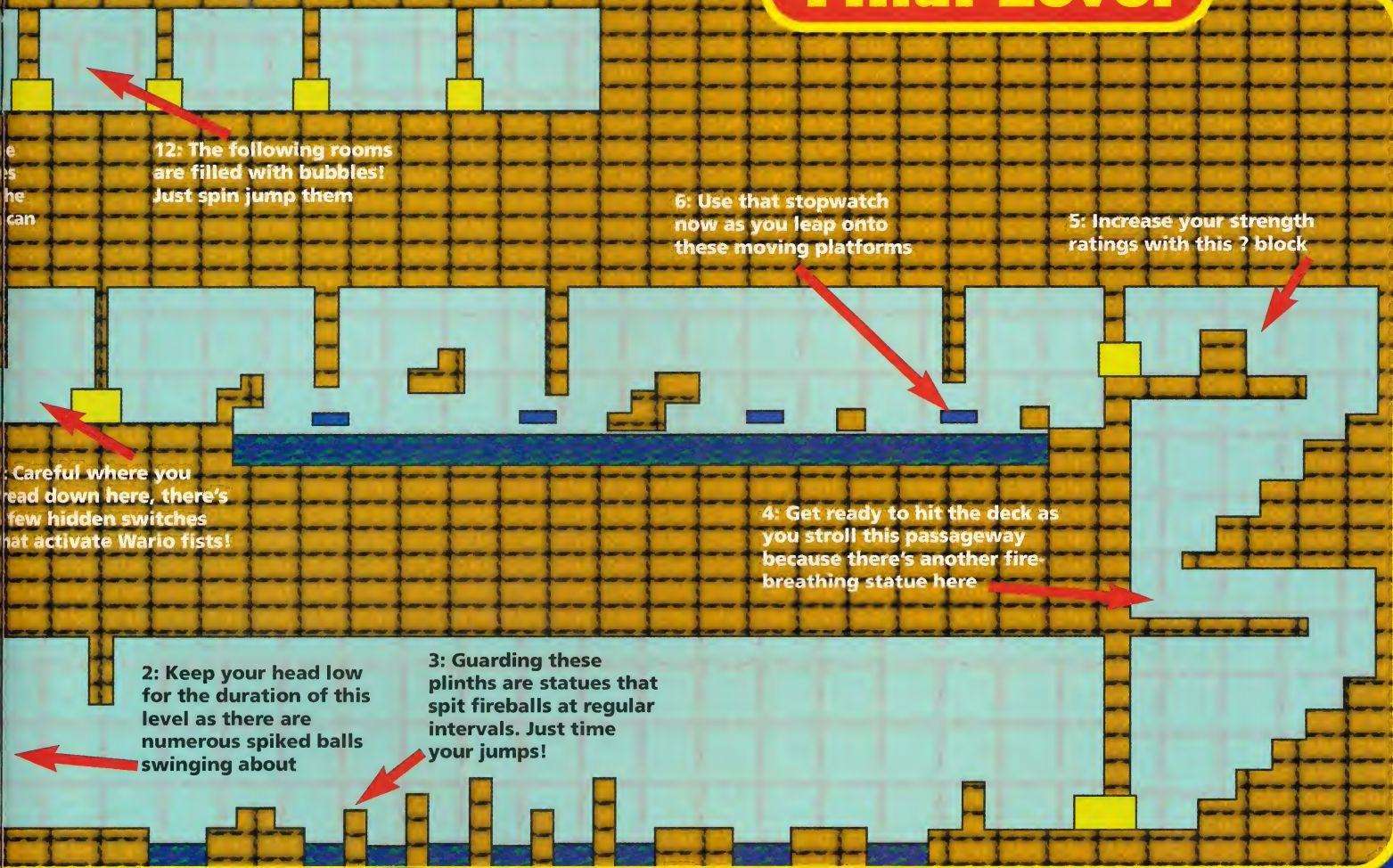


3



# Super Mario Land 2

## Final Level



### Tip!

So, you've collected all six golden coins and now you're stomping through the castle. Well, Chris Odlin of Lincolnshire has a little tip to give Mario a head start.

If you're having probs getting past the bouncing balls, go to the hole opposite the bridge to the Space Zone and kill lots of beasts.

Repeat this until you have 99 beasts, then go back to the castle and jump on the bouncing ball twice. You will then have killed 100 beasts and your invincibility star will fall.

All you need to do then is to run into your two sets of two bouncing balls and you're through!

### Hint!

Before leaping into your former home to deal with the mischievous Wario, you should take this advice I learnt from a little koopa.

Koopa's advice: Always keep your speed down within the walls of the castle - you'll never know what you may find! Also take a stopwatch with you as you'll need to perform a few timely jumps. My last piece of advice is don't take risks





# GAME BUSTERS

## AWESOME CHEATS



### Mega Man II

Infinite lives: 0898DOCF  
Infinite energy: 0102E8CF

### Blues Brothers

Infinite energy: 010337C3

### Ghostbusters 2

Andrew Haigh of Barnsley has been beavering away to find the following codes:

Infinite lives for the tracker: 0104DFD9  
Infinite lives for the beamer: 0104DED9

### Dynablaster

Infinite lives coming up, courtesy of Edward Hughes of Paisley. And the code is: 030294FF

### Lemmings

Infinite timer: 073BC3C0  
Infinite builders: 010310DD  
Infinite bashers: 010211DD  
Infinite miners: 010312DD  
Infinite diggers: 010313DD  
Infinite blockers: 01030FDD  
Infinite bombers: 01030EDD  
Infinite floaters: 01030DDD  
Infinite climbers: 01030CDD

Always complete a level (by pressing SELECT). You have to knock the poke switch off when going onto the level to let the Lemmings pour on down, then put the switch back on and Bob's your Uncle. Ta again Neil Leitch of Runcorn.



### Xenon 2

James Hobman of Hitchin has disclosed the following:

Infinite lives: 0105D4C0  
Infinite energy: 08122FC0

### Turrican

Infinite lives: 0103DDC5  
Infinite bombs: 010301C5  
Infinite grenades: 0103FEC4  
Cheers Daniel Tranter of Birmingham.

Aren't you a clever lot? Spanking new codes are coming in thick and fast now. Here are just a few of the best to make your game playing as breezy as Mary Poppins' underskirt.

## GAME GENIE

Grab the chance to win a free game by discovering a code!

GM Lally of Atherton wins Super Mario Land 2 for his Game Genie cheat this month. Hornby Hobbies will be in touch with you very soon. Keep those codes coming.

### Super Mario Land 2

For invincibility on Super Mario Land 2 Christian Morton of Sandford has the answer. He's discovered this super stunning code: FA4 55C 32C

### Battletoads

After many hours of experimenting, Nick McEntyre of Preston Brook has found these codes:

Infinite continues: 007-C2E03BE

Start with 10 lives: 0970ED8-E66

And try these others for size while you're at it:

Keep axe after loss of life: FAD-918-4C1

Start your first life with only half energy: 063-26F-D5A

Start with only one chance to get it right. No extra lives here: 007-ED8-E66

### Crash Dummies

Make a meal of the dum dums with some skilful and stylish crashing.

022-A9F-F7E: Start with two lives

082-A9F-F7E: Start with eight lives

021-3EC-E6E: Faster timer

### Super Mario Land

If you want fireballs coming from different places when you're Fiery Mario, then try this code sent in by G. M. Lally of Atherton: 00A33BFFF.

It is also possible to make fireballs come from other positions by changing the 00 to any two other characters except for 01, 02, 04 and 08.

### Dynablaster

Infinite timer on game A: FAC-89C-4C1

Infinite gold on game A: FAF-02D-4C1

Infinite timer on game B: FA3-519-4C1

### T2: The Arcade Game

Infinite energy: FOC-9DD-6E9

Infinite rockets: FA4-B8E-4C1



# Win!

## 20 Pro Action Replay Carts



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### C'mon, Chase Me

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- 1) In which movie does Humphrey Bogart say 'Play it again Sam'?  
a) Terminator 2      c) The Jungle Book  
b) Casablanca      d) Texas Chainsaw Massacre
- 2) Which person here is NOT a professionally active member of the A team?  
a) Hannibal      c) Sonia  
b) Face      d) Murdoch

Entries to be in by 20th June 1993. Send them to:

**Pro Action Replay Compo, GB  
Action, Europa House, Adlington  
Park, Macclesfield SK10 4NP.**

Alternatively, you can phone the number below with your name, address and answers:

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Calls are charged at 36p per minute off peak and 48p at all other times. The call will last under two minutes – ask first if you don't pay the bill.

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# READ ALL AB

'Can I have a copy of Fly Fishing by JR Hartley please?'

'Sorry, sold out, but we do have a wide range of Game Boy strategy books in stock.'

'Gee thanks mister, I never seem to quite manage to complete my games...'

***If literature be the food of games, read on.***

**B**ooks form the bread and butter of education. From them you learn your ABC and listen, captivated, to fairy tales of hot blooded heroes and swooning princesses.

The seed for a story/game can often be found in medieval folklore or fairy tales involving daring deeds and swashbuckling adventures.

The story becomes immortalised in a book, often goes on to become a film and then may even convert to a game. Now it's time to come full circle and revert back to poring over pages in a bid to alleviate game playing frustrations and improve your Game Boy performance.

If your Mum tells you to put your Game Boy down and read a little more, you can simply whip out a Game Boy strategy book and everyone's onto a winner.

Get smart. Time to stuff the opposition and conquer the game that's been bugging you to bits. Sharon buries her nose in this lot.

## **GAME PLAYER'S ENCYCLOPEDIA OF GAME BOY GAMES** **Price £8.95**

**A**gain, as its title suggests, this is top heavy on reviews rather than hints and tips.

All the 30 plus games described are backed up with large screen shots, freeze framed at those important points such as where to find extra lives and the like.

Volume two, priced £9.95, is totally different in style with coloured drawings, adverts and lots of screenshots to peruse. It takes you through all the dos and the don'ts, the best methods of attack to use and strategies to adopt.

## **NINTENDO GAME BOY SECRETS** **Price £8.95**

**T**his volume covers games in great depth with excellent step by step guides illustrated by screen shots of the trickier sections.

It begins with a basic description of the game in question: controls, weapons, friends and foes, and then goes on to explain the bits to be wary of or to look out for. Just what those end-of-level terrors didn't order!

It's done in much the same style as our guides in GB Action, that is, screenshots side by side with captions telling you what to do. The book also includes a useful parents' guide chapter to video gaming, covering addiction, violence in games and learning curves.

Titles covered? Well, there's Bubble Ghost, Castlevania, Dragon's Lair, Nemesis, Turtles and Wizards

and Warriors among others.

The second volume, priced £8.95, is equally as constructive with easy to follow screenshots explained clearly.

Updated, the latest games to be covered include Bill and Ted, Terminator 2, Bart Simpson's Escape from Camp Deadly, Faceball 2000, WWF Superstars, plus lots more and five pages of mini tips.



# OUT IT

## WINNER'S GUIDE TO NINTENDO GAME BOY

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If you've bought or swapped a game without the instructions then this book brings you all you need to know on the basic gameplay rules and all relevant tactics.

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You learn how to play the game with the additional help of two lots of hints and tips as well as pointers for more difficult levels – all illustrated by diagrams.

The characters also tell you their fave bits of the games and how to cope with them, plus an explanation of the points system and what sort of score you should be aiming for.

This book covers a lot of sports sims: Tennis, Baseball, Golf, NFL Football along with some perennial faves such as Tetris, Space Invaders, Kwirk, Motorcross Maniacs and Revenge of the Gator.

## ULTIMATE UNAUTHORISED NINTENDO GAME BOY STRATEGIES

Price £9.95

There are three editions to this series, incorporating all the most prominent Game Boy releases as they appear.

With about eight pages devoted to each game the books are comprehensive but maybe a bit too long winded when describing the scenarios and points systems. After all, it's tips you're after, not character assessments.

Hints take a back seat really with only a short paragraph on each release. On a more promising note, the books do act as reference material for all the best games.

### Let's face it...

You don't want every single clue laid out on a plate for you, all dolled up and raring to go.

You still need a challenge to get maximum enjoyment out of your purchases. These books don't do all the nitty gritty but they do tell you how to squeeze more out of your games, providing bundles of hints on the rough while the assumption is that you can handle the smooth.

All the above can be obtained from Computer Bookshops at 50 James Road, Tyseley, Birmingham B11 2BA. Tel: 021 706 1250

# Win! These Books



Roll up, roll up. You've read all about it. Now's your chance to win one of these little gold mines, courtesy of Computer Bookshops.

No longer do you need to go fumbling around in the dark with those buttons. The light of day could soon be dawning.

Entries to be in by 20th June 1993. Send them to:

**Book Worm Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

Below is a list of the books up for offer. Tick which one you'd most like to win and then respond to the task in hand below.

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In the space provided below (or alternatively send in your work of delight on a separate piece of paper) draw your very own unique version of a bookworm.

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Photocopies are accepted, but multiple entries are not!

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You've been reading **AMIGA ACTION** again, haven't you? If you carry on, it's over between us... I mean it Barbara!

But I can't resist the temptation, it's so satisfying! ... I'm sorry darling, it's **NUMBER 1** in my life now!

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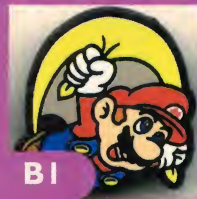


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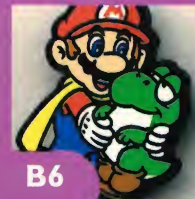
B3



B4



B5



B6



B7



B8



B9



B10



B11



B12



B13



B14



B15



B16



B17



B18



B19



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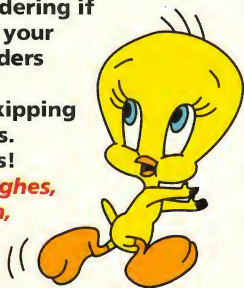
**Write to: Off the Wall, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP or fax: 0625 876669.**

### Tweety Pie

Dear GB,  
My Valentine pressie from my other 'alf was the excellent Looney Tunes. Each of its seven levels features a different cartoon character.

I was wondering if you or any of your crafty old readers know of any methods of skipping to other levels. That's all folks!

**Julie Anne Hughes, Golders Green, London.**



You know the usual address... Help would be appreciated.

### Warp factor one

Dear Anyone,  
I'm in a bit of a dilemma with Star Trek 25th Anniversary. I've managed to get past the first planet after weeks of trying but I can't complete the next

navigational map. Have you got any tips for me?

**Michelle Gill, Deal.**

We don't want you ending up as space debris so here's the gen. You've got John Snow from Reading to thank who's kindly provided some snippets of info.

On planet two, weapon parts are hidden under tree stumps. Plenty of exploration is required to get to the weapons at the lower section of the planet.

Don't be lulled into a false sense of security by the apparent lack of people; they'll teleport in at predetermined times.



On planet three, check with your tricorder before picking up any weapon parts since most are explosive decoys.

Don't shoot the enemies that appear for it is you, not them, who will take the damage.

The best course to take on most fields is through the asteroids and Tholian drones.

The Planet Killer is composed of four parts and each has to be repeatedly hit by the weapon installed on the Enterprise.

### Bar the Way

In the Feb issue you mentioned the Bar Code Boy. When is it going to be on sale and how much will it cost?

**Stuart Martin, Golders Green, London.**

Tomy's Bar Code Boy will be available nationwide from May

29th and stocks are already on sale in Harrods, priced £40.

### Mega big

Dear Sharon,  
I would be interested to know why the companies that produce Game Boy games don't make bigger carts. In this way a more advanced game in all aspects could perhaps be produced.

**Tristan Sumnerscale, Northamptonshire.**

More and more Game Boy games are being launched with two megabytes of memory as opposed to the standard one.

This means that there's a bigger memory and greater potential for games, incorporating such things as large scale design, anti blur

features, better character animation and a larger number of sprites and sound effects.

Bigger games also have the option to include a back-up save game facility.

All Elite's new releases, including Dr Franken II, are two meg and Zelda is four meg, making it the biggest GB game yet. Wayne's World will also be four meg, following the trend.

One meg games are not necessarily inferior but two meg carts which, incidentally, are three to four times, not two, the size of one meg versions certainly wield more scope on the design and development side.

### Krusty fun

Dear Sharon,  
I've been playing Krusty's Fun

## Tetris Tease

Seeing as you're mad enough to open up a Tetris compo I thought I'd give you my highest score which is 206 lines and 228,385 points. Sorry I've got no proof, you'll have to take my word for it.

**Robert Page, Hemel Hempstead.**

I'm not one to show off but I think I'm a Tetris master. My record number of lines is 212. Yours tetrisingly, Ben Timbers, Harden, near Bingley.

I am a thirty year old who should know better. None of my (more mature) friends have a Game Boy so I therefore have no one to compare scores with.

I have a high score of 261,000 on Tetris and I wanted to know how good this is.

If it's just pathetic and eight year olds regularly get 500,000 points, then please keep my name a shameful secret and forgive me for bothering you.

**Belinda Bauer, Cardiff.**

I've been beaver away and have got 159 lines which gave me 160,329 points. A picture of a space ship taking off appeared on screen. It must be good because I've never seen this before.

**Clare Watton, Hereford.**

My Mam who's in her thirties has the following score: 159 lines and 64735 points.

**Ricky Tormey, Dublin.**



A Game Boy challenge was recently held at St Annes near Blackpool, the winner of which was Sarah (pictured in the centre) with a high score of a grand 164 lines.

She won a racing set comprising Super Rc Pro Am, F-1 Race and a carry bag for all her hard work. Well done.



# WALL

House for months and I can't get very far at all. It is just so frustrating.

I can get past the first level and the password is MCBAIN but please, please can you tell me some more passwords before I die?

**Ronald Murray, Isle of Lewis.**

You're in luck Ron. Here goes.  
Level three: MILHOUSE  
Level four: CMBURNS  
Level five: PRINCESS

## Half the misery

Dear GB Action,  
In issue 11 of your mag I read about Darren Mill's predicament in Double Dragon. I too had the misfortune to buy the game but I got it second hand. Here's my advice.

On the last level you'll reach the skeleton doors that suck you in. Guide yourself away from the open door and use punch or kick to get the women, then the men.

The single punches/kicks won't knock down the people but a quick shoulder bash will. DON'T use flying kicks. When the folk are dead, beat the big lad who comes along to a pulp.

## Got a hunch?

Dear GB Action,  
1. Is it worth getting Super Hunchback?  
2. Will it be a good idea to get Mega Man II now that Mega Man III is out?  
3. What's your favourite game on the Game Boy?  
You've probably heard it before, but GB Action is absolutely poptastic mate.  
**Ian Laxton, Martham.**


1. Definitely, if you like quirky platform acrobatics.  
2. They're very similar but Mega Man III presents a tougher challenge. It really depends on how much variety you like.  
4. Prince of Persia has to be my pick of the best. Full of Turkish delight, it just pours out the charm. Parodius is also excellent for a spot of sky storming revelry.

### Girl crazy

My friend says there is a Game Girl in America. Is this true?  
**Steven Thurgood, Sheffield.**

The Game Girl rumour began in the US when you were probably still in your nappies. The game Barbie on the Game Boy is, properly speaking, called Barbie Game Girl. And nicely packaged in pink it is too.

People got muddled, thinking that a partner for the Game Boy was about to emerge and the news then spread like wild fire to the UK.



Once he's dead, walk right but avoid falling off the edge. Things will start to come out of the wall. Just walk right and perform plenty of flying kicks.

You'll finally come to an end of level type scene. Duff up the two men with a swift A, A, A, A on the buttons and the last baddie then appears from above. Stay below him and keep punching. Phew. There you go!  
**Robert Andrew, Bristol.**

## Big head

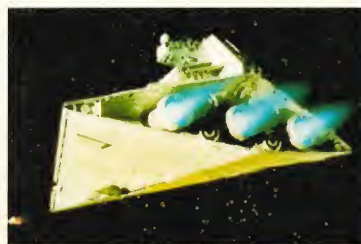
I think of myself as a gamesmaster because I have recently bought Star Wars and after five days, yes five days, I completed it. That's approx 30 hours.

Now I would like to buy another game. Can you recommend something hard?  
**David Morreale, Herts.**

Alien 3 should give you enough grief to burst a gut over and Batman: Return of the Joker is damn hard. Andy can get to the end of the third level only.

If you can wait a little longer, next month sees the release of The Empire Strikes Back.

It's tougher, bigger and even



more adrenaline pumping than the first as well as being the natural choice to make after Star Wars.

Also, next month sees the release of Dr Franken II, guaranteed to give you literally months of playing. Be sure to try out the first one if you haven't already done so.

Alternatively, go for adventure epics like Ultima Runes, Wizards and Warriors or Robin Hood.

## Compo Winners

From issue 11 the 10 lucky winners of Joe and Mac caveman Ninja Game Boy games from Elite Software are: Russel Shaw, Salford; Douglas Mouncey, County Durham; Sandy Burns, Kilmacolm, Scotland; Chris Cotton, Northants; A Christian, Bwygyfylchi, N Wales; Lynsay Anderson, Paisley; Tony Goode, Birmingham; Alison Booth, Colchester; Rachael Mallender, Chesterfield; Lee Van Russell, Forest Gate, London.

The five winners of Game Boy Game Genies courtesy of Hornby Hobbies are: Richard Milham, Wolverhampton; Paul Pusey, Leominster; Lee Pailing, Leeds; Matthew Downie, Wirral; Steven J Baldwin, Hailsham.

Courtesy of Special Reserve, the 25 winners of the Konix Game Boy holsters from the comp run in issue 10 are: Damion Eaton, Breadsall, Derby; Stuart Banks, Wheaton Aston; Eamonn Cutts, Rotherham; Thomas Redknap, Witney; Nick Robertson, Knaresborough; Pauline Wilson, Kirkcudbrightshire; Sarah Barnes, Sale, Cheshire; D Ward, Co Durham; Sharon Steel, Whithaven; Matthew Penfold, Woodthorpe; Gerry Leahy, Shrewsbury; Laura Funnell, Norwich; Matthew Cox, Oxford; Linda Carroll, Preston; Jonathon Smeeth, Camelford; Sean Woodley, High Wycombe; Alan Keenan, Bangor, N Ireland; Philip Amory, St Andrews, Guernsey; Jill Urwin, Chester Le Street, Co Durham; Jamie Skelton, South Humberside; P Cosenza, Ipswich; Adam Bainbridge, Morpeth; Martin Amy, Isle of Wight; David Nunn, Dyfed, T Popple, Penrith.

## Dead End

Dear Sharon,  
When are Nintendo planning to bring out the colour 'Boy'?  
**Graham Smith, North Shields.**

Back to the great colour up story eh! I'm sorry to say that all plans have now been scrapped, basically because a colour Game Boy would just guzzle the batteries far too quickly to make it a viable sale.

Also, it would end up looking very bulky and feel a lot heavier, thus departing from the image of a 'hand held' video game.

THIS CORRESPONDENCE IS NOW CLOSED!!



# Public EYE



**Game Boy buddies worldwide unite. Go public with your views of games and you'll see your words in print. Send with a pic to:**  
**Public Eye, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.**

# READER REVIEWS

## MICKEY MOUSE

Capcom

This is the most boring game I have ever played. There are 28 levels to get past before you meet the horned king. It says on the box that you can explore the castle as if you were playing a game of tag. Well, that's a load of...!

It's exactly the same as the Bugs Bunny game and there's a password for each level.

You can go through doors to collect weapons and extra lives on the way to collecting eight keys before the final confrontation. This game is ideal for 6-9 year olds and over 60s but to me it's a boring buy. I'll just keep it till I'm 60!

*Rhian Mason, Aberystwyth, Dyfed.*

**SCORE 49%**

## ASTEROIDS

Accolade



A true classic arcade game given a new lease of life. You're in your spaceship in an asteroid storm. You simply have to destroy the asteroids before they destroy you.

Simple enough if it wasn't for the fact that whenever you hit one, it breaks into two faster fragments.

Being an old as the hills classic, it's a small game with a small concept but for anyone hankering for the old days it's a masterly conversion and becomes very difficult within a few levels.

I would have liked to see a few more options but it's a good value budget title for some quick blast'em-up action although not something you can play for hours at a time.

*Ian Payton, Wokingham.*

**SCORE 70%**

## PARODIUS

Konami

This has got to be the most bizarre and one of the best games I have had the pleasure to play. I won't even attempt to tell you the scenario as I don't understand it myself.

All you need to know is that you have to go out and blast the living daylights out of everything that moves, collecting power-ups on the way.

You can choose from any of four ships, all with different attributes and power-ups.

There are options galore and eight

rock hard levels to battle through, ensuring lasting appeal.

What makes this different from the average shoot'em-up are the weird and humorous sprites which range from pirate parrots to flying cats with big machine guns.

The amazing audio visuals, together with incredibly addictive gameplay make for a superlative blast'em-up in a league of its own.

*Adam Cook from Sheffield wins a copy of Star Wars for his efforts.*

**SCORE 94%**

## BATTLETOADS

Trade West



This is one of those games with just about everything - tons of variety, bad dudes, great moves and toughness.

As good as this game looks, it still lacks that power that makes you play until you have the skin rubbed off your thumb.

Here in Australia (where I could write a list of available games on the end of my little finger) it's OK.

*Dean Tierney, Cooma NSW, Australia.*

**SCORE 81%**

## NAVY SEALS

Ocean



This game is obviously based on the pretty average film of the same name. Like the film, it is pretty average. You have to complete several levels in order to complete the mission.

The sprites all look the same and the gameplay is monotonous throughout with some pretty boring back scenes.

Overall this amounts to a very unoriginal shoot'em-up.

*Christian Middlemiss, Pershore, Worcs.*

**SCORE 41%**

## BATMAN: RETURN OF THE JOKER

Sunsoft



Many reviewers have described this game as infuriatingly difficult yet for my money I want a solid challenge that'll last. This

platform game has crisp backgrounds which are well designed while the animation and scrolling are silky smooth.

The responsive control system does take some getting used to but, in my opinion, the most rewarding games are those which, when persevered with, are able to take you to new levels of dexterity.

It doesn't drive me batty with despair. I find it has that one more go factor which is sadly absent from many games currently on the market.

*Adelaine Suriah, Forest Gate, London.*

**SCORE 92%**





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# BUYER'S GUIDE

**Over 100 categorised official Game Boy releases to tuck into here, separating the fabulously entertaining from the dismal flops. Every month it'll be updated.**

## PLATFORMS

### Addams Family OCEAN

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform lover and fans of the smash hit movie.

**80%**

### Adventure Island HUDSON SOFT

A playable if not overtly difficult romp taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to heavily slate either.

**77%**

### Adventure Island II HUDSON SOFT



Almost a clone of its predecessor in that there's no imagination whatsoever. It's ultimately too easy and nondescript. Definitely not adventurous, but worth its mark if taken in isolation from the original.

**77%**

### Alien 3 ACCLAIM

The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration, and maze-like complexities make for a teasing and enduring challenge.

**90%**

### Amazing Spider-Man ACCLAIM

Graphically the man with the sticky stuff is excellent but the

controls are a touch dodgy and unresponsive. It offers plenty of beat'em-up elements but not much else to warrant buying.

**50%**

### Balloon Kid NINTENDO

A weird adventure in which you chase balloons over a number of taxing levels. Simple and fun and very cute, there are oodles of hazards to dodge and power-ups to grab. A bit too tedious all in all.

**71%**

### Bart Simpson's Escape from Camp Deadly ACCLAIM



A fun and addictive cartoon licence that does Bart justice. In what other game do you get a food fight? With arcadey overtones and lots of challenging layers, this will take some beating.

**84%**

### Batman SUNSOFT

A platform cum shoot'em-up that models itself on the golden Super Mario Land. Batman romps along at a very snappy pace with tons of triggers to pull on the baddies.

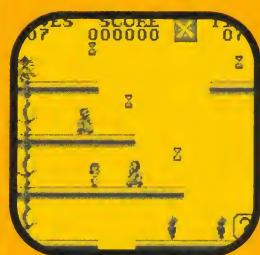
**80%**

### Batman: Return of the Joker SUNSOFT

Dead, dead tough but certainly worth plugging away at, this gets old rubber pants' sequel off to a good start. Excellent sound FX and snazzy graphics complement the gameplay. Loads of mileage assured.

**87%**

### Bill and Ted's Excellent Game Boy Adventure ACCLAIM



A truly excellent game for any bodacious player that'll appeal to everyone. Damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are naff but gameplay is ace.

**90%**

### Blues Brothers TITUS

A true merry go round of fun and frivolity as you get to cruise up and down stairways and along pulleys in the search for your missing instruments. Brill music and graphics and a solid platform romp.

**90%**

### Bomb Jack INFOGRAMES

A very simple but surprisingly addictive arcade conversion in which you boing around the screen destroying fused bombs. 60 levels in total to negotiate if you don't happen to find it too monotonous.

**80%**

### Bram Stoker's Dracula PSYGNOSIS/SONY

Graphically this reflects the goriness and sombre state of its movie counterpart and the main sprite moves amazingly well, not unlike the Prince of Persia in fact. There are traps, spikes, falling platforms and the like for fast moving action.

**84%**

### Bubble Bobble TAITO

A stormer of a game. Extremely addictive, it's first rate action from the word go with over 200 levels and OKish graphics. Full of fun but the pass codes make it easier than it should be.

**87%**

### Bubble Ghost FCI

Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A pleasant and frustrating sort of game that's

certainly difficult enough for those hardened gamers.

**90%**

### Castelian STORM

An impressive and challenging game that'll stretch your memory, reflexes and skill as you work your way up to the top of seven different towers. The time limit leaves no room for error and it can get annoying at times.

**72%**

### Castlevania 2: Belmont's Revenge KONAMI

A very enjoyable vampire themed game and one for die hard players to sink their teeth into. It's much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers.

**86%**

### Dragon's Lair ELITE



Incredibly hard but dead dead playable all the same. Graphic detail is stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. A real stormer of a game.

**88%**

### Duck Tales CAPCOM



Set over five levels, there's plenty of exploration to get on down to. Although competent, playable and graphically well presented, some find it a little too easy in the long run.

**81%**

### Home Alone TOY HEADQUARTERS

A sad film has become an even

sadder game and complete dross is what you get. The sprites are shamefully slow and gameplay is laughable as you leg it around a house.

**25%**

### Home Alone 2 TOY HEADQUARTERS

Superior to the first Home Alone but that's not saying an awful lot. An empty, humourlessness game with a poxy four levels and slow, awkward controls to boot. Amazingly yawnsome.

**59%**

### Hook OCEAN



Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some great graphics that complement unstoppable gameplay make for a sure fire treat.

**85%**

### Joe and Mac ELITE

A clobberingly good platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels.

**89%**

### Kid Dracula KONAMI

Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jollied along nicely despite the levels being far too short.

**84%**

### Kirby's Dreamland NINTENDO

A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags of loveability.

**92%**

### Looney Tunes SUNSOFT

A fun and highly enjoyable hike with super sparkling cartoon



characters, simply gorgeous graphics and more than ample variety. It's instantly appealing but not too long lasting.

**90%**

### McDonaldland OCEAN

A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers and Mario.

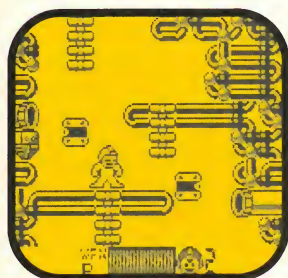
**80%**

### Max INFOGRAMES

A very barren, very short platformer that's readily forgettable. Max is a cute character but he can't rescue failing gameplay.

**60%**

### Mega Man I, II and III CAPCOM



All three games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with thrills and spills.

**90%**

### Popeye 2 ACTIVISION

A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find.

**83%**

### Pop Up INFOGRAMES

Simply bounce a ball from platform to platform, collecting each and every item around the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard.

**61%**

### Parasol Stars OCEAN

Fight through seven levels broly bashing everything in



sight with some fearsome raindrops. Graphics are pukingly cute and you'll need tons of stamina and intense concentration to make any headway at all.

**76%**

### Rodland

#### STORM/SALES CURVE

Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless worth a play.

**79%**

### Spider-Man 2 ACCLAIM

The webbed wonder makes a welcome comeback in this fun sequel which hosts six richly diverse levels around the streets, warehouses and down the sewers. It's a bit fiddly but patience pays off.

**80%**

### Super Hunchback OCEAN



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any platform nut.

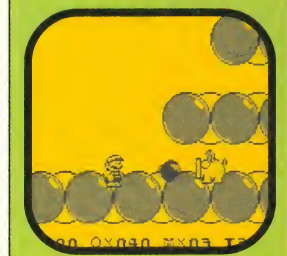
**91%**

### Super Mario Land NINTENDO

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from gameplay. One to keep coming back to.

**92%**

### Super Mario Land 2 NINTENDO



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent game.

**90%**

### Titus the Fox TITUS

Graphically this is extremely detailed and Titus is a lively character but there's just not enough bite on offer. Gameplay ambles rather than gallops along and each scene resembles the next.

**67%**

### Universal Soldier ACCOLADE



Wielding more punch than Rocky this is non stop action all the way with a great control system and an array of moves to master. Tons of maiming and robot killing to be had.

**80%**

### BEAT'EM-UPS

### Battletoads TRADE WEST

Time to set about rescuing your pals in a clobber happy battle with shades of the platformer chucked in there. A great little game that's action all the way.

**88%**

### Double Dragon 1, 2, 3 ACCLAIM

The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Very predictable and totally thrill-less.

**25%**

### Lethal Weapon OCEAN



Action is go, go, go and the game does get better and more involving the more progress you make but, sadly, there is a distinct lack of moves to perform, making it more dull and mindless than exciting.

**72%**

### Pit-Fighter TOY HEADQUARTERS

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylight out of

the others with your special moves. That's your lot.

**48%**

### RoboCop 2 OCEAN

An improvement on the first game yet still not particularly awe inspiring as Robo wipes out drugs and tries to uphold the law. The difficulty setting is just right to make it worth a little look.

**73%**

### Teenage Mutant Ninja Turtles ULTRA GAMES

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but they can't redeem a game.

**59%**

### Terminator 2 ACCLAIM



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to soften. Quite complicated with messy backgrounds but certainly guaranteed to last.

**84%**

### Terminator 2: The Arcade Game ACCLAIM

A head-on attack of ultra violence, nothing more, nothing less. Backdrops are complicated and it's easy to lose your target among the rubble and figure out just exactly what you're supposed to annihilate.

**76%**

### WWF Superstars ACCLAIM

Graphics are excellent, as is the sound, but the game could have done with having many more moves to practise and perform to make it live a lot longer. As it is, it's more humdrum than anything else.

**77%**

### WWF Superstars Steel Cage Challenge ACCLAIM

This draws on and, in doing so,



improves on its predecessor. Basically though, it's nowt more than a carbon copy of the first game but, thankfully, with a wider range of moves there to practise to cater for sustained gameplay.

**80%**

### SHOOT'EM-UPS

### Asteroids ACCOLADE

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions. It looks a bit jaded on the 'Boy and is very barren yet holds tons of nostalgia.

**73%**

### Centipede ACCOLADE

Based on the coin-op success this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple it may become wearisome sooner rather than later.

**60%**

### Drop Zone MINDSCAPE



A golden oldie to hit the Game Boy with all the concentration on gameplay and none on graphic detail. It packs a potent punch but is just far too hard and samey to offer serious long-term appeal.

**77%**

### Faceball 2000 BULLET-PROOF

Basically Pacman in 3D as you travel at break neck speeds around a maze of corridors, zapping hoards of others in your way. The fun really starts when up to four players begins to compete.

**76%**

### Fortified Zone JALECO

Nuke your way through four levels overloaded with gun toting guardians and warriors. You need a fast trigger finger but very little thought.

**65%**

### Hunt for Red October

#### HI TECH EXPRESSIONS

A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine as you shoot through obstacles and loads of enemies. Straightforward, with tricky bits and nice presentation.

**65%**



## Navy SEALs OCEAN

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough really.

73%

## Nemesis KONAMI

Widely regarded as the definitive blast on the diddy screen, and quite rightly so. It's fast action, quick reflex palaver from the off and a tough cookie to crack.

86%



## R-Type II IREM

Venture into the blackness of space for a blasting freak's dream. Baddies are a teensy bit tougher than in the predecessor while the backdrops are also more detailed but, on the whole, the set-up is practically unchanged. Still great stuff.

88%

## StarHawk ACCOLADE



## Xenon II MINDSCAPE

A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame to be worthy of remembrance.

63%

## DRIVING GAMES

### Days of Thunder MINDSCAPE

Not really fast enough to satisfy racing pros and even fewer thrills and spills to keep you coming back. It's smoothish and pretty hard but a bit too bland.

58%

### Ferrari Grand Prix Challenge ACCLAIM

It may have all the mod cons but it's downright boring with too little challenge. Graphics are minuscule and all in all it's a huge let down.

55%

### F-1 Race NINTENDO

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one monster of a competitive challenge. Fast and frenetic, it plays like a dreamy treat.

88%

### Motocross Maniacs PALCOM

Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim.

80%

## SIMULATIONS

### F-15 Strike Eagle MICROPROSE

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master.

87%

### George Foreman's KO Boxing ACCLAIM

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Absolutely awful.

24%

### Hit The Ice TAITO

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Playable only as a diversion from time to time rather than a full blooded sports simulation.

73%

### Jack Nicklaus Golf TRADE WEST

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master it but it's enjoyable to try. Definitely a must.

80%

## Jordan Vs Bird ELECTRONIC ARTS

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might.

73%

## Mario Golf NINTENDO

With everything you could possibly need for a few rounds and a battery back-up to boot, this is a perfect sim for budding enthusiasts with plenty of different holes to negotiate.

80%

## Side Pocket NINTENDO

Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order. The appeal soon wanes.

63%

## Speedball 2 MINDSCAPE



## Tip Off IMAGINEER



## Top Gun KONAMI

For a flight sim this isn't very flight simmy. Action simply revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies.

67%

## Track and Field KONAMI

Leaving other sports sims

standing, the game is tough enough and varied enough to guarantee great mileage. Get to compete in archery, sprinting, not to mention swimming, weights and jumping for a rub your finger raw challenge.

90%

## PUZZLERS

### Boxxle FCI

You shift around a selection of boxes, moving them to their correct position as indicated by a marker. A real brain teaser and a pleasant change from the run-of-the-mill offering.

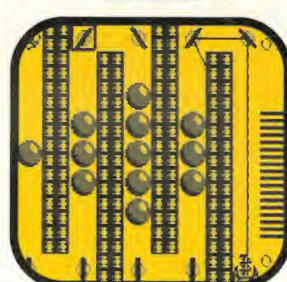
76%

### Boxxle 2 FCI

Over 120 levels of pleasure and punishment to be gained moving little boxes around and slotting them into the right place. A very engrossing puzzler and one to really twizzle the grey matter.

80%

### Brain Bender GREMLIN



### Dr Mario NINTENDO

Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all in all considering the cool Mario connection in there.

42%

### Krusty's Fun House ACCLAIM

Krusty's house is infested with rats. By the strategic placing of blocks he must block their way and guide them down to their doom. Lastability is guaranteed as each new and baffling level leaps out to fry your poor brain to a frazzle.

92%

### Kwirk ACCLAIM

Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. The mind bending puzzles more than amply make up for very poor presentation. Suits the 'Boy to a tee.

88%

## Marble Madness MINDSCAPE

You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and tiny corridors to negotiate.

62%

## Q-Bert NINTENDO

Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A stupid idea but one which is enjoyable.

83%

## Splitz IMAGINEER

A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one cool challenge with loads of skill required giving you lashings of food for thought. Excellent.

85%

## ROLE PLAY

### Battle of Olympus IMAGINEER

Set in ancient Greece this is a huge game that's bound to draw you into a long and exciting epic. Graphically excellent it involves a hefty whack of violence alongside interaction with all the characters who offer you clues and set you missions.

87%

### Final Fantasy Adventure NINTENDO

A vast and hugely engrossing arcade adventure that should last a long, long while. There's a multitude of mental puzzles to solve and towns and caves to explore as you travel around a large map. It's a veritable role-playing dream.

85%

### Prince Valiant OCEAN



### Robin Hood: Prince of Thieves MINDSCAPE

Both combat and puzzle orientated with some fine





character interaction and diversification, this is full of riches for any role play fan. Difficult to get into but well worth the effort.

**85%**

### Ultima: Runes of Virtue

**FCI**

A massive adventure that'll take absolutely eons to progress through. Punishing but compelling all the same as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging.

**79%**

## MISCELLANEOUS

### Bart Vs the Juggernauts

**ACCLAIM**

Master the art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you absolutely ages in order to get it just right.

**85%**

### Battleship

**MINDSCAPE**

A modernised version of the dated classic board-game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest.

**67%**

### Caesar's Palace

**OCEAN**

Whether you're a card player or a roulette fancier, get to beat that gambling addiction in your very own home. Every whim is catered for and very nicely implemented to make it worth a look.

**77%**

### Choplifter II

**JVC**

Lots to see and lots to do to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to much really but playability is what matters.

**78%**

### Crash Dummies

**ACCLAIM**

A quite original and chuckalicious game that offers more variety than is at first apparent. There are only five basic levels but things really do start to hot up with more obstacles to avoid second and

third time around. All too easy to get hooked on.

**87%**

### Paperboy

**MINDSCAPE**

A dated and frankly quite boring game in which you deliver newspapers around suburbia, dodging dogs and grumpy neighbours.

**56%**

### Paperboy 2

**MINDSCAPE**



Not much improvement has been made. It's still just as tedious as the first Paperboy and a daft idea anyway. Slow and very cumbersome, this is one that's instantly forgettable.

**54%**

### Rampart

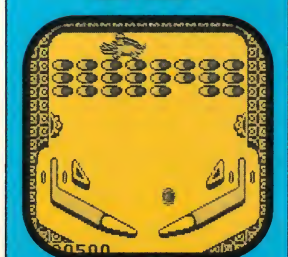
**MINDSCAPE**

Build or die in a medieval heave-ho involving power, battle and bricks. It's tough and frantic as you rebuild walls within a time-limit and prepare for rougher onslaughts. Awful graphics but great gameplay.

**83%**

### Revenge of the Gator

**NINTENDO**



A delightful pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes and bells. The scrolling is a bit jerky but gameplay overrules that.

**90%**

### Tetris

**NINTENDO**

The freebie that comes with your wee digit dazzer and practically everyone's fave. Simple but hugely addictive and absolutely fab in 2-player mode.

**95%**

### The Chessmaster

**HI TECH EXPRESSIONS**

A stunningly accurate portable conversion of the classic board-game with nothing omitted. Clear and concise, if you love chess, you'll love this.

**91%**

# RECOMMENDED

## GB ACTION'S PICK OF THE BUNCH...

### Alfred Chicken

**MINDSCAPE**

With so many bits 'n' pieces chucked in, this soon becomes impossible to put down, developing into an impressive game playing extravaganza. Colourful and snappy, Alfred is deemed for greatness.

**92%**



### Nemesis 2

**KONAMI**

Nothing really new gameplay wise yet it still rates as a tough and adrenaline building blast through the stars. Hectic fun by the lorry load with oodles of alien scum to splatter.

**87%**

### Best of the Best: Championship Karate

**LORICIEL**

Identical to the SNES game and just as much bone crunching and face bruising fun, it's fluid and very realistic, smouldering with fighting spirit. There's loads of moves to learn and tons of detail.

**93%**

### Parodius

**KONAMI**

Cute 'n' colourful as well as challenging, this parodies the traditional blast'em-up. You now meet belly dancers and dancing pigs among others. All great revelry and tremendous fun.

**90%**

### Dr Franken

**ELITE**

Ghoulis goings-on see Franky searching a Gothic castle for the bits of his girlfriend (sic) Bitsy. Solve diabolical puzzles in this graphically and sonically quite magnificent game. Gameplay too is faultless.

**92%**



### Populous

**IMAGINEER**

Want an intense personal challenge with a learning curve? You've got one. Hours of involvement and strategy to be had as you, playing God, govern the fortunes of your subjects. Thoroughly engrossing.

**91%**

### Jeep Jamboree

**GREMLIN**

Get behind the wheel of your jeep and prepare to smell the burning of rubber in a fast action race set over some diverse courses. Creates a realistic feel of the rough and tough of bumpy road racing.

**91%**

### Prince of Persia

**MINDSCAPE**

You can almost taste the Turkish delight in this sophisticated platformer that combines teasing dilemmas with pinpoint action. The silky smooth animation and agility of the prince break new bounds.

**90%**

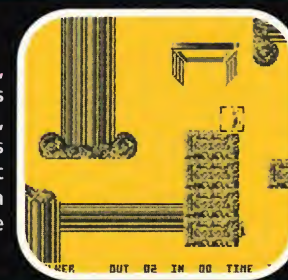


### Lemmings

**OCEAN**

You, as the good Samaritan, guide a bunch of gormless nitwits across varied terrains, picking individual lemmings for certain tasks. Charismatic gameplay and 100 brain twizzling levels make for one stormer of a cart. Love it.

**95%**



### Star Wars

**UBI SOFT**

Lasting and absorbing, it follows the plot of the film with enough platform, beat'em-up and puzzling action to cater for every whim. With characters and music from the movie, it's a great challenge.

**92%**

### Super RC Pro Am

**NINTENDO**

An amazingly smooth, high powered race is the treat you're in for with this little squealer. Pure pleasure to be had from a plethora of tracks to try out.

**89%**

### Mario Tennis

**NINTENDO**

Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. It's fast, addictive and four difficulty levels call for tactical thinking.

**89%**



# Free Classified

## SWAPS

- Will swap Super Mario Land 2 for Looney Tunes or Krusty's Fun House, and Duck Tales or Tiny Toons for WWF 2 or Dr Franken. Phone Philip on 0829 270300.
- I will swap WWF 1 for Crash Dummies or most other games. Phone Paul on 0245 472573.
- I will swap my Super Mario Land 2 for your Star Wars or Probotector. Tel. Neil on (046) 24506 (Ireland).
- Swap Lemmings, Nemesis II, Golf, The Humans, Probotector (Operation C), Terminator 2, or Duck Tales for Populous, Battle of Olympus, Alien 3, Final Fantasy Legend II or the NEW Final Fantasy Adventure. Other newish games considered. Contact Ian on 021 426 2423.
- I will swap Gremlins 2 (boxed) for Lemmings on the Game Boy. Tel: 0483 417339 after 4pm, ask for Peter.
- Will swap Terminator 2, brand new, for Kirby's Dream Land, Lemmings, Best of the Best, Kick Off or Tennis. Tel: Glenn on 0205 352700.
- Will swap Double Dragon 2 or Castlevania Adventure for any decent game, preferably Dr Franken or Joe and Mac. If interested, call (0764) 654732 after 4pm and ask for Graham.
- Will swap Gargoyle's Quest, Skate or Die (Bad 'n' Rad), Baseball or Batman for Star Wars, Dr Franken, Super Hunchback or Alien 3. Contact Mark on 081 953 6355.
- Will swap Fastest Lap, not boxed, for either Mega Man or Battletoads. Phone 0740 651716 after 3pm, ask for Jonathan.
- Will swap Game Boy games Bugs Bunny Crazy Castle for Super Mario Land 2, Super Hunchback or F-I Race. Contact Tracy on 091 416 0499.
- Swap Game Boy with Tetris for Sega Game Gear with TV Tuner and 2-3 games or Sega Game Gear with 4-6 games and no TV Tuner. North west area only. Write to: Gregg Roughley, 6 St Ambrose Terrace, Leyland, Lancashire PR5 2XH.
- Swap Terminator 2 or Xenon II for Super Mario Land, Star Wars, Nemesis, Probotector (Operation C), or Alien 3. Phone Andrew on 0454 315168.
- Will swap Game Boy Super Mario Land 2 for Lemmings on the Sega Master System, or Battle of Olympus or Bonk's Adventure on the Game Boy. Phone Paul on 051 428 8184.
- Swap my WWF 2 for Joe and Mac, Crash Dummies, Krusty's Fun House, Addams Family or Balloon Kid. If interested phone Jonathan on (0709) 548150.
- I will swap my Batman or WWF 2 for your Crash Dummies, Track and Field, Joe and Mac, Dr Franken or Little Mermaid. Contact 081 440 3046 and ask for Nick.
- Swap Konix Game Boy Holster for Bubble Bobble, Prince of Persia, Castlevania or Super Mario Land 2. Norwich area only. Call Jayne at (0603) 417739.
- Will swap Super Mario Land 2 for Jordan Vs Bird, Terminator 2, Jeep Jamboree, Lemmings or Best of the Best. Only good condition. Phone (0953) 453019 after 4pm on week days and any time weekends. Ask for Robert.
- Swap my Addams Family, Bart/Camp Deadly or Super Mario Land 2 for your Tiny Toons, Looney Tunes or any other good games. Also Amiga games for sale/swap. Contact Tom on (0227) 276926. Don't delay.
- Will swap Bart Vs Juggernauts for Super Mario Land. Phone Kevin on (0752) 564420 after 5pm any day.
- Will swap my Game Boy and 4 games: Nemesis, Spider-Man, Tetris, and Super Mario Land, for Sega Game Gear with 2 or 3 games. Phone (051) 480 1966 and ask for Karl.
- Swap my Terminator 2, Bart Escape from Camp Deadly and Super Mario Land for Dr Franken, Boulderdash or Super Kick Off. Phone Keith on 051 653 0298.
- Will swap Game Boy with Handy Boy and 6 games: Tetris, Super Mario Land 1 & 2, Duck Tales, Spider-Man and WWF Superstars 2, for Sega Game Gear and Sonic the Hedgehog 2. Phone 0228 29107 and ask for Nick.
- Will swap Paperboy, Blades of Steel, and Nintendo World Cup for Super Mario Land 2, The Empire Strikes Back or Revenge of the Gator. Maybe two for one. Ring Leslie on 0294 833774.
- Will swap Bart Simpson or Duck Tales for any good game, preferably Tiny Toons. Contact Leanne on (0703) 446945 after 3.30pm on week days, Southampton area only.
- Swap my Terminator 2, Robocop or World Cup Soccer for Lemmings, Super Mario Land 2, Blades of Steel, Mario Tennis or Bart Vs Juggernauts. Ring 0432 274491 after 4pm, ask for James.
- Swap my Dr Franken, Mary's Mission or Mousetrap Hotel for your Faceball 2000, Parodius, Lemmings or Nemesis 2. Phone Paul on (0323) 484023 after 6pm. All very good condition.
- Will swap Super Mario Land or Kirby's Dream Land for Dr Franken, The Blues Brothers, Terminator 2, Prince of Persia or other particularly good Game Boy games. Phone Sophie on (0225) 755021 between 5-7pm.
- Swap my Addams Family for your Looney Tunes, Fortress of Fear or Beetlejuice. Call Karl on 0476 60092. Also for sale C64 with 50 games and extras, or swap for 3-4 Game Boy games.
- Will swap my Game Boy and Sega Mega Drive for your Amiga A600 or A500. Game Boy comes with adaptor. Ring James on 0506 632349.
- Will swap Super Mario Land for Star Wars, Parodius or Krusty's Fun House. Write to Harpreet Gill, Room 30, 35 Ravenhurst Street, Camp Hill, Birmingham B12 0EN.
- Yo! Will swap Track Meet, Fortress of Fear or other top games for Jeep Jamboree, Super RC Pro-Am or almost anything. Call Matthew on (0652) 658135.
- I will swap my Tennis or Chase HQ for Monopoly or any other good Game Boy game. Tel: 0277 362564 and ask for Jack.
- Swap Bugs Bunny for Beetlejuice. Other games considered. Be a sport and do yourself a favour. Contact Andrew on 0505 4128 after 12pm.
- Swap either Navy SEALs or Terminator 2 for Lemmings, Revenge of the Gator, Kirby's Dream Land, Translators, Organiser or Spell Checker. Preferably Lemmings. Phone Simon on (0942) 59767 after 6pm (Mon-Fri). Thanks.
- I have 8 games for swap: Bart/Camp Deadly, Nemesis, Bart Vs Juggernauts, Navy SEALs, Ultra Golf, Mario and Yoshi, Turricon and WWF 1. Contact Jonathan on (0228) 711769. I want good games.
- Will swap Football, Othello, Golf, or Harmony (Caesar's Palace) (no boxes), for Speedball 2, R-Type 2, or Bionic Commando. Call Wayne on 0422 245286. Party on! Excellent!
- Swap Star Wars, Bart Simpson's Escape from Camp Deadly or Paperboy for Lemmings, Nemesis or Tiny Toons. Interested? Swap 1 for 1 basis. Call Glen on 0353 860046.
- Swap WWF 1, Spider-Man 1, Track Meet or Golf for Star Wars, Tiny Toons, Looney Tunes, Dr Franken, Krusty's Fun House or any other good game. Phone Mike on (0639) 843335.
- Will swap Double Dragon or Heianko Alien for any good games in good condition. Write to Damian Flynn, Tamia Ridge, Diamond Hill, Camberley GU15 4LE.
- Swap Final Fantasy Legend, boxed with instructions, for any good Game Boy game. Phone Michael on 0908 674661.
- Will swap Super Mario Land 2, Addams Family or World Cup for good games eg. WWF 2, Best of the Best or Parodius. Phone Stephen on (0232) 423249.
- Will swap Super Off Road or Golf for Track and Field, Revenge of the Gator or Star Wars. If interested, call Paul on 081 856 9689 after 4pm.
- Will swap Track and Field or Jeep Jamboree for Best of the Best or Joe and Mac. Ask for Ashley on 081 204 5658 after 4pm.
- I want to swap Mega Man or Robocop for any good game, does not have to be boxed. Call Michael after 4pm on 0752 482842.
- Will swap WWF 2, World Cup or Kung Fu Master for Krusty's Fun House, Dr Franken, Hook, Tiny Toons or Addams Family. Phone Ton after 6pm week days on 0782 639278.
- I will swap my Double Dragon 1 for WWF 1 or 2. Double Dragon 1 not boxed. If interested, call Debbie on (0793) 619470.
- I will swap my Motocross Maniacs, Double Dragon, Mercenary Force, Kwirk or Castlevania for your Dr Franken, Super Mario Land 2, Crash Dummies, Joe and Mac or Star Wars. Phone Tim on (0243) 582468, might be answering machine. 1 for 1.
- Swap Nemesis, Castlevania or Dragon's Lair for Super Hunchback, Prince of Persia, Star Wars, Lemmings, Bomb Jack or Pit-Fighter for Game Boy. Ring Darran on 0925 815224.
- Swap a Game Boy with 6 games, 2 carry cases (one Konix and the other Nuby), and a 2 player lead for a Sega Game Gear with 2 or 3 games and an AC Adaptor!!! Ring Jaspal on 0753 822520.
- Swaps: I will swap Prince of Persia or Gargoyle's Quest for Robocop 2 or Parodius. OR both for Game Genie. Phone Jonathan on (0506) 417195. Please hurry, I'm desperate!

## I will swap my Turricon for Super Mario Land 2 or Tiny Toons. Phone Gareth on 0978 761458.

● Swap WWF 2 or Star Wars for Lemmings, Super Mario Land 2, The Humans or any other good games. Tel. Kevin on 0572 770709 after 4pm.

● Swap Xenon 2 for Nemesis II, also Beetlejuice for Mario Golf. Both boxed as new. Write to: Keith Park, 13 Larchwood Avenue, Moston, Manchester M9 1LT.

● Swap Chase HQ or Heianko Alien for Bubble Bobble, Revenge of the Gator or Looney Tunes. No instructions with Heianko Alien. Phone Michael on 0727 856960.

● I will swap, on the Game Boy, Dragon's Lair, Mario Golf, Mario Tennis or F-I Race with 4 player adaptor for Dr Franken, Faceball 2000, Hook, Krusty's Fun House, Super Hunchback or Tiny Toon Adventures. Phone 0494 676952 any day after 4pm and ask for Gordon. All must be boxed with instructions as that's what I'm offering you!

● Swap Faceball 2000 or Chase HQ for Crash Dummies, Prince of Persia or Lemmings. Phone Matthew on 0827 282187.

● Will swap Addams Family for Super Mario Land 2, Nintendo World Cup, Mario Tennis or any other good game. Call Marcus on (0734) 790505.

● Swap Final Fantasy Adventure with manual and world map for Super Kick Off or Super Hunchback. Phone Aston on 0256 478380 (Game Boy).

● Kirby's Dream Land for swap. I will swap it for Populous, Speedball 2 or Gauntlet 2. Please call (0474) 872476 and ask for Douglas.

● I will swap Addams Family or Chase HQ for Terminator 2 or any good game. Contact Richard or Jo on 0372 452760.

● Swap Dr Franken (boxed with instructions) for Super Mario Land 2, must be in good condition and have box and instructions. Phone Ian on 061 303 9902.

● Swap Super Kick Off for F-I Race, Super Mario Land 2 or Joe and Mac. Phone Michael on 0993 831710.

● I will swap Hook and Soccer Mania (boxed) for Paperboy and Bart Simpson's Escape from Camp Deadly. Contact Andy on 0604 765806 after 6pm.

● Swap Prince of Persia, Ghostbusters 2, Parasol Stars, Double Dragon 2, Alleyway and others for Alien 3, Battletoads, Star Wars, Tom and Jerry or any good Game Boy game. Phone Richard after 4.30pm on 0543 433206.

● Will swap Dr Franken for Tennis, Chase HQ, Tiny Toons, Mega Man II or Battletoads. Ring 0908 606253, ask for Gary.

● Will swap Super Off Road or Golf for Track and Field, Revenge of the Gator or Star Wars. If interested, call Paul on 081 856 9689 after 4pm.

● Will swap Track and Field or Jeep Jamboree for Best of the Best or Joe and Mac. Ask for Ashley on 081 204 5658 after 4pm.

● I want to swap Mega Man or Robocop for any good game, does not have to be boxed. Call Michael after 4pm on 0752 482842.

● Will swap WWF 2, World Cup or Kung Fu Master for Krusty's Fun House, Dr Franken, Hook, Tiny Toons or Addams Family. Phone Ton after 6pm week days on 0782 639278.

● I will swap my Double Dragon 1 for WWF 1 or 2. Double Dragon 1 not boxed. If interested, call Debbie on (0793) 619470.

● I will swap my Motocross Maniacs, Double Dragon, Mercenary Force, Kwirk or Castlevania for your Dr Franken, Super Mario Land 2, Crash Dummies, Joe and Mac or Star Wars. Phone Tim on (0243) 582468, might be answering machine. 1 for 1.

● Swap Nemesis, Castlevania or Dragon's Lair for Super Hunchback, Prince of Persia, Star Wars, Lemmings, Bomb Jack or Pit-Fighter for Game Boy. Ring Darran on 0925 815224.

● Swap a Game Boy with 6 games, 2 carry cases (one Konix and the other Nuby), and a 2 player lead for a Sega Game Gear with 2 or 3 games and an AC Adaptor!!! Ring Jaspal on 0753 822520.

● Swaps: I will swap Prince of Persia or Gargoyle's Quest for Robocop 2 or Parodius. OR both for Game Genie. Phone Jonathan on (0506) 417195. Please hurry, I'm desperate!

## SALES & SWAPS

● For sale, Handy carry case, Logic 3 soft carry, four player adaptor, and Leda cleaning kit. Phone Matt on 021 453 2439. Will swap for game or Game Genie.

● I will swap Super Kick Off for Super Hunchback, Spider-Man or any good games, or will sell for £15 ono. Phone Lee on (0532) 737470.

● Will sell my Game Boy with 3 games, Super Hunchback, Tetris and Solar Striker for £50, or swap for Sega Game Gear. Call Zeshan on 081 472 8785 after 6.30pm on week days.

● Will swap Mickey Mouse or Princess Blobette for Mega Man, Dragon's Lair, Spider-Man or any decent game. Sell for £8 each, vgc. Phone Amy on 0825 733169.

Please include this advert in the next available issue of GB Action


Name .....

Address .....

Post code .....

Telephone.....

Please make sure your phone number is clear, and include all your digits

**FREE!**



# Adverts

● For sale, WWF 1 and Castlevania, £15 ono, or swap for Krusty's Fun House or The Jetsons. Contact Richard Copping, 12 Nicolson Close, Amesbury, Wilts SP4 7QX.

● For sale, Game Boy games: Double Dribble £10, Double Dragon £12, World Cup £12. All for £30. Will swap. Tel. Ben on 0905 54614, evenings only.

● I will swap WWF 1 or Ghostbusters 2 for WWF 2, if possible with instructions, or sell both games for £35 with instructions, £15 off true price. Phone Charles on 081 965 4009.

● For sale Bill & Ted's, brand new, only been out of packaging once, £20 ono. Or swap for Best of the Best. Phone Adam on 0329 661304.

● I will sell WWF 2, Blades of Steel, Tennis, and All Star Challenge 2 for £15 each, or sell all for £55. All games boxed with instructions, or I will swap for any good games like Dr Franken or Jeep Jamboree. Phone Matthew on 0286 831145.

● Swap Terminator 2 for Caesar's Palace or Tip Off, or would sell Terminator 2 for £16. Call Neil on (091) 488 8494.

● For sale Duck Tales and Bart/Camp Deadly, £15 each. Or swap for any excellent games. Phone (0206) 845456, ask for Michael please.

● Will swap Metroid II for Dr Franken, Kirby's Dream Land, Robin Hood or other good games. Will sell for £15 ono. Call Lisa on 0606 883070 between 6pm and 8pm.

● Game Boy games for sale or swap - F-I Race, R-Type, Motocross Maniacs and Nemesis. All games boxed with instructions, £10-£15 ono each. Will swap any of these games for Lemmings or 4 in 1 Fun Pak. Phone Colin on: 051 426 1886.

● Swap 9 Atari Lynx games for Game Boy with 4 games, case, battery pack and light, or for Sega Game Gear with 2 games. Or sell them at £15 each. The lot for £100. Phone L Bowles on 0272 624804.

● Sell Game Boy with 4 games including Terminator 2, Speedball 2 and Tetris, Game Light, adaptor, and carry case, all for £80. Or swap for Sega Game Gear with at least one game. Call Neil on (091) 488 8494.

● I will swap Super Mario World (SNES) for any three Game Boy games, or sell for £35. If interested phone Adrian on 0283 214374.

## WANTS

● Wanted, back issues of GB Action numbers 1, 2 and 4. Any reasonable price paid. Please help! (Must be in good condition). Ring 0952 812847, ask for Sam.

● Wanted Tiny Toons or Addams Family for £15 each. Phone James on (0763) 852671.

● Wanted: Penpals! Game Boy or Super Nintendo users, and also Star Trek fans. Male or female, any age and any species. Interested, then write to: Rebecca Marshall, 80 Norrey's Avenue, Wokingham, Berkshire RG11 1UG.

● Wanted Lemmings, Super Kick Off, Castlevania II or Battletoads. Will pay up to £15, or swap for Revenge of the Gator. Also sell Revenge of the Gator for £11-15. Ring Jonathan on (0373) 462608, Frome.

● Wanted complete video of "Paint Along With Nancy" series 4 - 5, contact Brad "Night Rider" Burton at his house if you dare!??

● Wanted Super Famicom with universal adaptor, 2 joypads, Street Fighter II, Super Ghouls 'n' Ghosts and Top Racer. Swap for Atari ST with games, etc. Tel: Tsoek on (0226) 712055.

● If you want Super Mario Land 2 or Batman and you've got Jeep Jamboree, Kirby's Dream Land or Star Wars, then call Simon on (0954) 61027.

● Wanted: Bubble Bobble, Boulderdash, Addams Family, Parasol Stars and Hook. Must be UK, boxed. Will pay £13 each. Phone Dave on 0376 583347.

● **Wanted: a Game Boy travel case and adaptor for a fair price. Phone 0525 861050 after 6pm! Ask for Mark. Many thanks!**

● Wanted: Super Kick Off, Lemmings, Track and Field, Best of the Best, Star Wars and Populous. Will pay £15 each. Phone Channi after 7pm on (0332) 272057.

● Alleyway, Double Dragon, Gargoyle's Quest, Spider-Man, TMNTurtles, World Cup and WWF are NOT wanted. Other mint Game Boy carts, £10 paid. Phone Mark on 0323 833022 (no imports).

● Plea for help! If anyone knows of a secret level on Mario Zone in Super Mario Land 2, please phone Susie on (031) 334 3532 after 5pm. Thank you!

● Wanted Game Boy games - Space Invaders (Jap), Mario Golf, and Mario Tennis. Please phone Michael on 0202 535675 after 6pm.

● Books wanted from author Hugo Cornwall on "Hackers Handbook." Tel Tsoek on (0226) 712055 after 9pm.

● Wanted: Star Trek on the Game Boy. Must be in good condition with box and instructions. Will buy for £10. Phone George on 081 876 0238. Tanx.

● Wanted! Crash Dummies, Pit-Fighter, Motocross Maniacs, Max or Bill and Ted. Please will you make a deal with me. Tel: (0623) 824383, ask for Peter. Hurry!

● Contacts wanted from hackers and phreakers, and also books/articles on computer crimes. Tel: Tsoek on (0226) 712055 after 9pm.

● Wants Super Mario Land 2 or Lemmings for Mega Man with game case and instruction booklet, very good condition. Call Jonathan on 0665 576306.

● Wanted Paperboy 2, buy for £10. Wanted Phantom Air Mission (Turn and Burn), buy for £10. Phone Neil on 0246 811044.

## SALES

● Game Boy and 3 games, Tetris, Bart Simpson and Double Dragon, with two player leads, earphones, rechargeable batteries and charger, all for £100. Phone Kevin on 071 241 5486.

● Game Boy for sale with light case and 5 games including Mega Man III and Looney Tunes, all boxed (except light and case). £120 ono. Tel: Lee on 0568 613697.

● Game Boy for sale! With 14 brilliant games! Also light boy, carry case, and cleaning kit. The lot for £195, will sell games separately for £15, good condition. Contact Sean on 0494 873673.

● Game Boy with 12 games including Super Mario Land 1 & 2, Super RC Pro-Am, Golf, Star Trek, and F-I Race. Also Game Light and 4 player adaptor. All boxed, mint condition, worth over £350, will accept £160. Phone Alan on (0532) 786125.

● Game Boy with 3 boxed games, earphones, game light, adaptor and battery pack, as new £85. Phone Christopher on (0508) 494445.

● Game Boy with 19 games. Only £250. Will separate. Phone Tim on (0962) 882474.

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● For sale: Duck Tales and/or Fortress of Fear for £15 each. Phone: Toby on 0473 890396.

● Game Boy for sale with Tetris, World Cup, Super Mario Land 1 & 2, Double Dragon 2, all boxed, good condition, £115 ono. Tel: Peter on 0242 235283.

● Game Boy for sale with Terminator 2, Super Mario Land, Dr Franken and WWF 2, magnifier, adaptor, all boxed, £75. Phone Grant on 081 550 2809.

● Game Boy for sale with earphones and 2 player lead, 4 games and carry case, £65 ono. Call Robert on 0452 827807.

● Many assorted games for sale cheap. I will arrange delivery. Tel: Martin on 0664 68872.

● Sell my Bugs Bunny, Spider-Man and Gremlins 2 for £15 each. Tel (0344) 843481 and ask for Adam.

● Game Boy plus Golf, WWF 2, and Mega Man (boxed plus instructions), holster, belt and magazines, excellent condition. Worth £170, sell for £95. Phone Gary on 0428 653177 from 5pm till 9pm.

● Game Boy for sale with seven games £105. Ring 'RA' on 0795 531268.

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● For sale: Game Boy with 4 top games, handy boy, super fast battery recharger and 4 batteries, £150, all boxed. Phone 0298 79831 and ask for Joseph.

● Game Boy games Dr Franken, Golf, Hook, Blades of Steel, Choplifter II, Operation C (Probotector), Revenge of the Gator, High Stakes Gambling and dozens more from £12. Tel Paul on 0992 893623.

● For sale Game Boy game, Ninja Gaiden Shadow, £20. Phone Rachel on 061 620 6398.

## MISC

● Loads of tips for all Nintendo formats. Send £1 cheque or postal order and SAE to M Thompson, 11 Gately Gardens, Norwich, Norfolk NR3 3TU. Tel: (0603) 416370.

● Sega Mega Drive for sale, £75, includes 2 pads and Sonic the Hedgehog. SNES, Game Boy and Amiga games also for sale. Boxed and cheap. Call John on 021 779 2459.

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● For sale, NES, 2 joypads, zapper, 5 games including Micro Machines and Chip 'n' Dale. Sell for £65. Call Darren on 0732 743746.

● For sale Sega Master System with 1 joystick and 3 games: Sonic the Hedgehog 2, World Soccer and Alex Kidd, all for £50 ono. Phone Richard on 0902 497962.

● BBC B including View word processor, 40/80T disk drive, manuals, over 100 games and joystick, good condition, £125. And Spectrum +2A including joystick, light gun and over 50 games, good condition, £100. Tel: Allan on 0924 475665.

● Tips and cheats for 80 Game Boy games, all packed into one fanzine! Send SAE and £1 cheque or PO to Martin Simmons at Greencroft, 4 Llyngrarth Drive, Kendal, Cumbria LA9 4JA. Tel: 0539 729331.

● For sale: Games for Commodore 64: Turrican 1 & 2, Creatures, Rainbow Island, Ghouls 'n' Ghosts plus many more, or swap any 5 games of your choice or Super Mario Land for any Game Boy games. Ring Darren on (071) 83424.

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● For sale VW Golf 1300 phone Marky Marky Keating for details on 0625 850874

● Penpal club! For Sega. Don't delay! Free swaps, penpals, mags, info, and lots more! For info, write to: Paul S Dunbavan, 4 The Green, Ribble Village, Ribbleson, Preston PR2 6QF.

● For sale: Atari 2600 console complete with seven games including: Pole Position, Dig Dug, Solaris, Asteroids, Centipede, Night Stalker and Mario Bros. Will sell for £30 to £40. Write to: Peter Moppett, 17 Elizabeth Close, Highwoods, Colchester, Essex CO4 4YU.

● For sale Amstrad 464 computer, 100+ games including Turrican, Robocop and Mini Office, disk drive, printer, monitor, very good, only £200. Telephone Alex on 081 659 5969.

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● Microscope for sale with Discovery kit and LOADS of slides, £75. Phone Joseph on 0298 79831 (Buxton). Microscope variable 75X, 300X, 750X, or swap for Sega Game Gear with two games.

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# NEXT MONTH

## Reviews

**Asterix the Gaul** comes oui oui-ing his way onto the Game Boy with a platform escapade set in times of old.

**The Empire Strikes Back** turns in a mammoth appearance taking you back to Hoth, the Cloud city, Dagobah and the rest. But can it better Star Wars? Feel the force and then decide.

**Dr Franken II** also gets to throw his weight about an absolutely huuuuge arcade adventure while Spidey dresses to kill in a web'em-up battle against his age old villains.

**Pinochio** sticks his nose out in the right direction and **Godzilla** also lumbers into view. Plus, lots more...



## Player's Guides

## Previews

Those unhumanely hulky beefcakes known as wrestlers gatecrash into the arena for a third instalment of **WWF Superstars**.

Start itching and scratching with **The Fidgetts** as they come over all hot and bothered and a new elephant hero called **Syd** makes a trunk call.



**Final Fantasy Adventure** is ripped apart once and for all in the second epic instalment and the final parts of **Hook** and **Star Wars** are shown the door with a vengeance.

Also, **Alien 3** gets all its surprises and perils shaved off as we wander through the labyrinth. Now where is that darned blow torch...?

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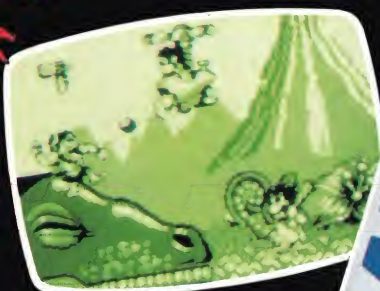
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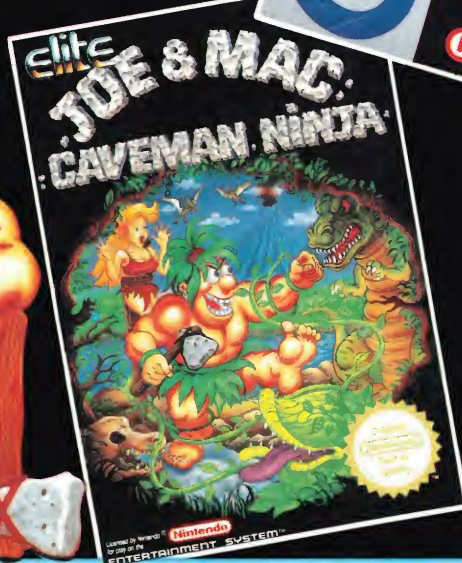
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# JOE & MAC CAVEMAN NINJA



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